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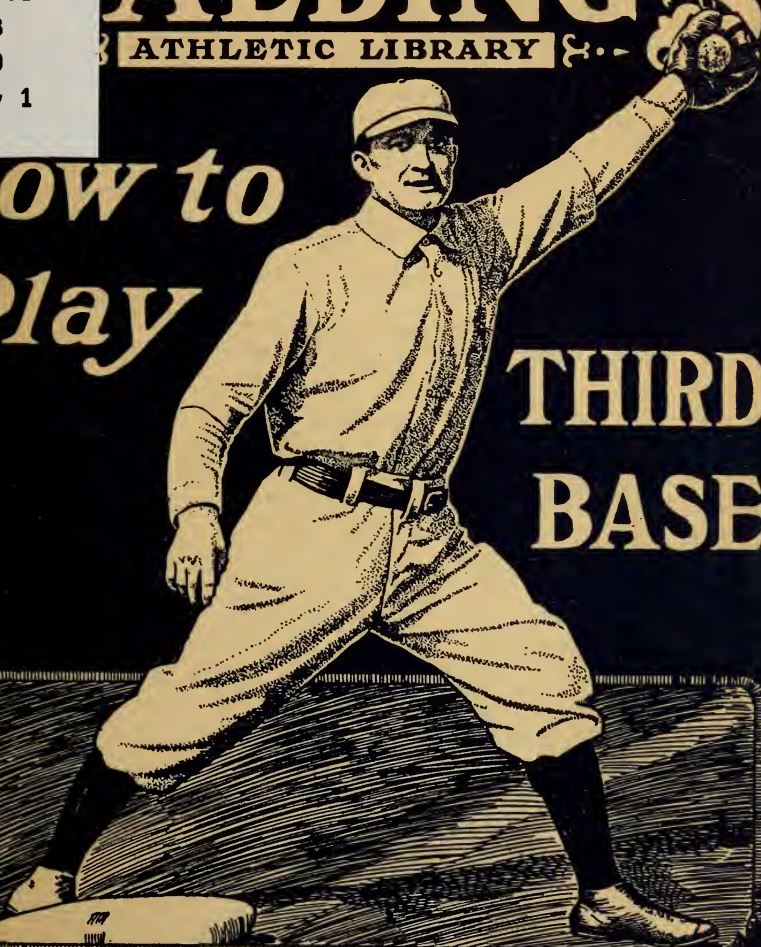
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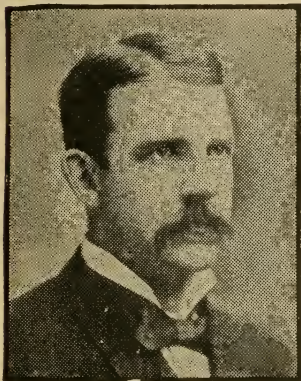


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Spalding's Athletic Library



A. G. SPALDING

Anticipating the present tendency of the American people toward a healthful method of living and enjoyment, Spalding's Athletic Library was established in 1892 for the purpose of encouraging athletics in every form, not only by publishing the official rules and records pertaining to the various pastimes, but also by instructing, until to-day Spalding's Athletic Library is unique in its own particular field and has been conceded the greatest educational series on athletic and physical training subjects that has ever been compiled.

The publication of a distinct series of books devoted to athletic sports and pastimes and designed to occupy the premier place in America in its class was an early idea of Mr. A. G. Spalding, who was one of the first in America to publish a handbook devoted to athletic sports, Spalding's Official Base Ball Guide being the initial

number, which was followed at intervals with other handbooks on the sports prominent in the '70s.

Spalding's Athletic Library has had the advice and counsel of Mr. A. G. Spalding in all of its undertakings, and particularly in all books devoted to the national game. This applies especially to Spalding's Official Base Ball Guide and Spalding's Official Base Ball Record, both of which receive the personal attention of Mr. A. G. Spalding, owing to his early connection with the game as the leading pitcher of the champion Boston and Chicago teams of 1872-76. His interest does not stop, however, with matters pertaining to base ball; there is not a sport that Mr. Spalding does not make it his business to become familiar with, and that the Library will always maintain its premier place, with Mr. Spalding's able counsel at hand, goes without saying.

The entire series since the issue of the first number has been under the direct personal supervision of Mr. James E. Sullivan, President of the American Sports Publishing Company, and the total series of consecutive numbers reach an aggregate of considerably over three hundred, included in which are many "annuals," that really constitute the history of their particular sport in America year by year, back copies of which are even now eagerly sought for, constituting as they do the really first authentic records of events and official rules that have ever been consecutively compiled.

When Spalding's Athletic Library was founded, seventeen years ago, track and field athletics were practically unknown outside the larger colleges and a few athletic clubs in the leading cities, which gave occasional meets, when an entry list of 250 competitors was a subject of comment; golf was known only by a comparatively few persons; lawn tennis had some vogue and base ball was practically the only established field

EDITORS OF SPALDING'S ATHLETIC LIBRARY

sport, and that in a professional way; basket ball had just been invented; athletics for the schoolboy—and schoolgirl—were almost unknown, and an advocate of class contests in athletics in the schools could not get a hearing. To-day we find the greatest body of athletes in the world is the Public Schools Athletic League of Greater New York, which has had an entry list at its annual games of over two thousand, and in whose "elementary series" in base ball last year 106 schools competed for the trophy emblematic of the championship.

While Spalding's Athletic Library cannot claim that the rapid growth of athletics in this country is due to it solely, the fact cannot be denied that the books have had a great deal to do with its encouragement, by printing the official rules and instructions for playing the various games at a nominal price, within the reach of everyone, with the sole object that its series might be complete and the one place where a person could look with absolute certainty for the particular book in which he might be interested.

In selecting the editors and writers for the various books, the leading authority in his particular line has been obtained, with the result that no collection of books on athletic subjects can compare with Spalding's Athletic Library for the prominence of the various authors and their ability to present their subjects in a thorough and practical manner.

A short sketch of a few of those who have edited some of the leading numbers of Spalding's Athletic Library is given herewith:

JAMES E. SULLIVAN



President American Sports Publishing Company; entered the publishing house of Frank Leslie in 1878, and has been connected continuously with the publishing business since then and also as athletic editor of various New York papers; was a competing athlete; one of the organizers of the Amateur Athletic Union of the United States; has been actively on its board of governors since its organization until the present time, and President for two successive terms; has attended every champion-

ship meeting in America since 1879 and has officiated in some capacity in connection with American amateur championships track and field games for nearly twenty-five years; assistant American director Olympic Games, Paris, 1900; director Pan-American Exposition athletic department, 1901; chief department physical culture Louisiana Purchase Exposition, St. Louis, 1904; secretary American Committee Olympic Games, at Athens, 1906; honorary director of Athletics at Jamestown Exposition, 1907; secretary American Committee Olympic Games, at London, 1908; member of the Pastime A. C., New York; honorary member Missouri A. C., St. Louis; honorary member Olympic A. C., San Francisco; ex-president Pastime A. C., New Jersey A. C., Knickerbocker A. C.; president Metropolitan Association of the A. A. U. for fifteen years; president Outdoor Recreation League; with Dr. Luther H. Gulick organized the Public Schools Athletic League of New York, and is now chairman of its games committee and member executive committee; was a pioneer in playground work and one of the organizers of the Outdoor Recreation League of New York; appointed by President Roosevelt as special commissioner to the Olympic Games at Athens, 1906, and decorated by King George I. of the Hellenes (Greece) for his services in connection with the Olympic Games; appointed special commissioner by President Roosevelt to the Olympic Games at London, 1908; appointed by Mayor McClellan, 1908, as member of the Board of Education of Greater New York.

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WALTER CAMP



For quarter of a century Mr. Walter Camp of Yale has occupied a leading position in college athletics. It is immaterial what organization is suggested for college athletics, or for the betterment of conditions, insofar as college athletics is concerned, Mr. Camp has always played an important part in its conferences, and the great interest in and high plane of college sport to-day, are undoubtedly due more to Mr. Camp than to any other individual. Mr. Camp has probably written more on college athletics than any other writer and the leading papers and magazines of America are always anxious to secure his expert opinion on foot ball, track and field athletics, base ball and rowing. Mr. Camp has grown up with Yale athletics and is a part of Yale's remarkable athletic system. While he has been designated as the "Father of Foot Ball," it is a well known fact that during his college career Mr. Camp was regarded as one of the best players that ever represented Yale on the base ball field, so when we hear of Walter Camp as a foot ball expert we must also remember his remarkable knowledge of the game of base ball, of which he is a great admirer. Mr. Camp has edited Spalding's Official Foot Ball Guide since it was first published, and also the Spalding Athletic Library book on How to Play Foot Ball. There is certainly no man in American college life better qualified to write for Spalding's Athletic Library than Mr. Camp.

DR. LUTHER HALSEY GULICK



The leading exponent of physical training in America; one who has worked hard to impress the value of physical training in the schools; when physical training was combined with education at the St. Louis Exposition in 1904 Dr. Gulick played an important part in that congress; he received several awards for his good work and had many honors conferred upon him; he is the author of a great many books on the subject; it was Dr. Gulick, who, acting on the suggestion of James E. Sullivan, organized the Public Schools Athletic League of Greater New York, and was its first Secretary; Dr. Gulick was also for several years Director of Physical Training in the public schools of Greater New York, resigning the position to assume the Presidency of the Playground Association of America. Dr. Gulick is an authority on all subjects pertaining to physical training and the study of the child.

JOHN B. FOSTER



Successor to the late Henry Chadwick ("Father of Base Ball") as editor of Spalding's Official Base Ball Guide; sporting editor of the New York Evening Telegram; has been in the newspaper business for many years and is recognized throughout America as a leading writer on the national game; a staunch supporter of organized base ball, his pen has always been used for the betterment of the game.

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TIM MURNANE

Base Ball editor of the Boston Globe and President of the New England League of Base Ball Clubs; one of the best known base ball men of the country; known from coast to coast; is a keen follower of the game and prominent in all its councils; nearly half a century ago was one of America's foremost players; knows the game thoroughly and writes from the point of view both of player and an official.



HARRY PHILIP BURCHELL

Sporting editor of the New York Times; graduate of the University of Pennsylvania; editor of Spalding's Official Lawn Tennis Annual; is an authority on the game; follows the movements of the players minutely and understands not only tennis but all other subjects that can be classed as athletics; no one is better qualified to edit this book than Mr. Burchell.



GEORGE T. HEPBRON

Former Young Men's Christian Association director; for many years an official of the Athletic League of Young Men's Christian Associations of North America; was connected with Dr. Luther H. Gulick in Young Men's Christian Association work for over twelve years; became identified with basket ball when it was in its infancy and has followed it since, being recognized as the leading exponent of the official rules; succeeded Dr. Gulick as editor of the Official Basket Ball

Guide and also editor of the Spalding Athletic Library book on How to Play Basket Ball.



JAMES S. MITCHEL

Former champion weight thrower; holder of numerous records, and is the winner of more championships than any other individual in the history of sport; Mr. Mitchel is a close student of athletics and well qualified to write upon any topic connected with athletic sport; has been for years on the staff of the New York Sun.

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MICHAEL C. MURPHY



The world's most famous athletic trainer; the champion athletes that he has developed for track and field sports, foot ball and base ball fields, would run into thousands; he became famous when at Yale University and has been particularly successful in developing what might be termed championship teams; his rare good judgment has placed him in an enviable position in the athletic world; now with the University of Pennsylvania; during his career has trained only at two colleges and one athletic club, Yale and the University of Pennsylvania and Detroit Athletic Club; his most recent triumph was that of training the famous American team of athletes that swept the field at the Olympic Games of 1908 at London.

DR. C. WARD CRAMPTON



Succeeded Dr. Gulick as director of physical training in the schools of Greater New York; as secretary of the Public Schools Athletic League is at the head of the most remarkable organization of its kind in the world; is a practical athlete and gymnast himself, and has been for years connected with the physical training system in the schools of Greater New York, having had charge of the High School of Commerce.

DR. GEORGE J. FISHER



Has been connected with Y. M. C. A. work for many years as physical director at Cincinnati and Brooklyn, where he made such a high reputation as organizer that he was chosen to succeed Dr. Luther H. Gulick as Secretary of the Athletic League of Y. M. C. A.'s of North America, when the latter resigned to take charge of the physical training in the Public Schools of Greater New York.

DR. GEORGE ORTON



On athletics, college athletics, particularly track and field, foot ball, soccer foot ball, and training of the youth, it would be hard to find one better qualified than Dr. Orton; has had the necessary athletic experience and the ability to impart that experience intelligently to the youth of the land; for years was the American, British and Canadian champion runner.

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FREDERICK R. TOOMBS

A well known authority on skating, rowing, boxing, racquets, and other athletic sports; was sporting editor of American Press Association, New York; dramatic editor; is a lawyer and has served several terms as a member of Assembly of the Legislature of the State of New York; has written several novels and historical works.



R. L. WELCH

A resident of Chicago; the popularity of indoor base ball is chiefly due to his efforts; a player himself of no mean ability; a first-class organizer; he has followed the game of indoor base ball from its inception.



DR. HENRY S. ANDERSON

Has been connected with Yale University for years and is a recognized authority on gymnastics; is admitted to be one of the leading authorities in America on gymnastic subjects; is the author of many books on physical training.



CHARLES M. DANIELS

Just the man to write an authoritative book on swimming; the fastest swimmer the world has ever known; member New York Athletic Club swimming team and an Olympic champion at Athens in 1906 and London, 1908. In his book on Swimming, Champion Daniels describes just the methods one must use to become an expert swimmer.



GUSTAVE BOJUS

Mr. Bojus is most thoroughly qualified to write intelligently on all subjects pertaining to gymnastics and athletics; in his day one of America's most famous amateur athletes; has competed successfully in gymnastics and many other sports for the New York Turn Verein; for twenty years he has been prominent in teaching gymnastics and athletics; was responsible for the famous gymnastic championship teams of Columbia University; now with the Jersey City high schools.

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CHARLES JACOBUS

Admitted to be the "Father of Roque;" one of America's most expert players, winning the Olympic Championship at St. Louis in 1904; an ardent supporter of the game and follows it minutely, and much of the success of roque is due to his untiring efforts; certainly there is no one better qualified to write on this subject than Mr. Jacobus.



DR. E. B. WARMAN

Well known as a physical training expert; was probably one of the first to enter the field and is the author of many books on the subject; lectures extensively each year all over the country.



W. J. CROMIE

Now with the University of Pennsylvania; was formerly a Y. M. C. A. physical director; a keen student of all gymnastic matters; the author of many books on subjects pertaining to physical training.



G. M. MARTIN

By profession a physical director of the Young Men's Christian Association; a close student of all things gymnastic, and games for the classes in the gymnasium or clubs.



PROF. SENAC

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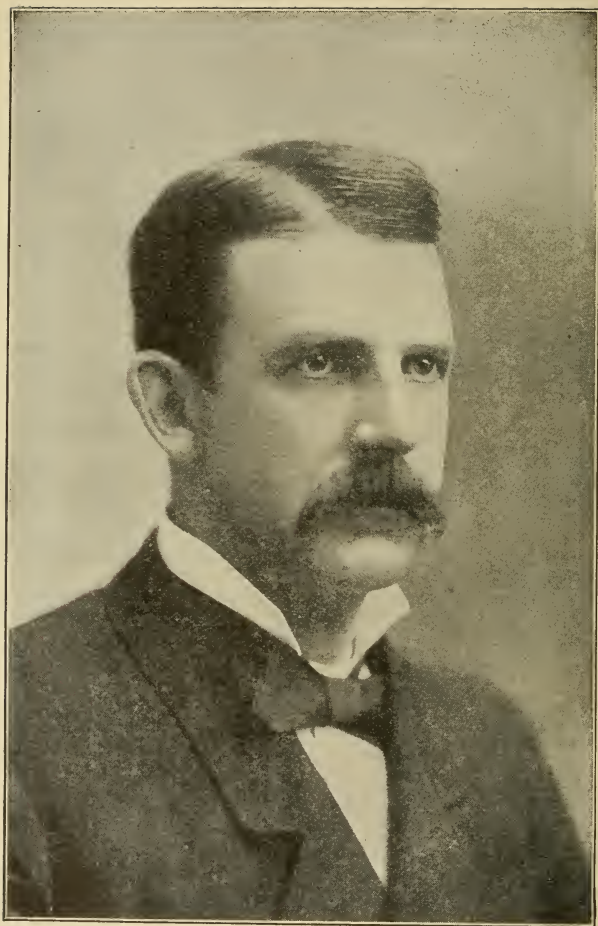
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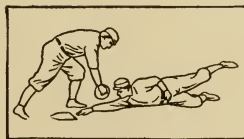


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GROUP I ————— No. 227

HOW TO PLAY THIRD BASE

[Ed. by J. Edgar Smith]



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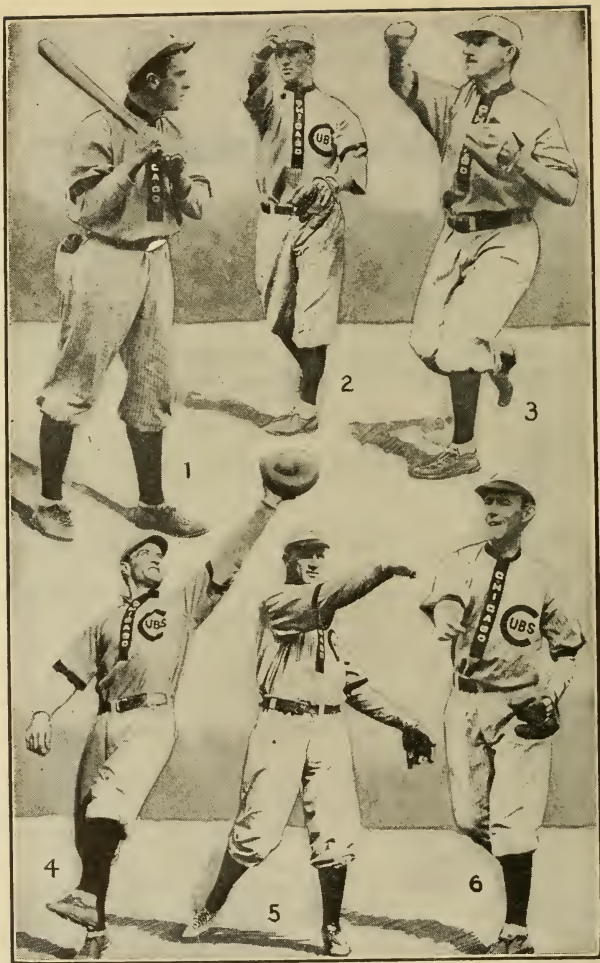
INTRODUCTION

Third base is, in some respects, the most important of the infield. No major league team has even won a pennant without a great third baseman. Boston, New York and Pittsburg are illustrations of this fact. Collins, Devlin and Leach are three of the greatest third basemen the world has ever seen, and their teams owe much of the credit for pennants they have won to them. New York owes much of its success to John McGraw, even though the latter does his directing from the bench and coaching lines.

Shortstop and third base are the two hardest positions on the infield and there are good reasons why the latter may be regarded as the harder of the two. At third quick thought and quick action must be combined to make a success. At shortstop speed takes a position above brain work in many cases.

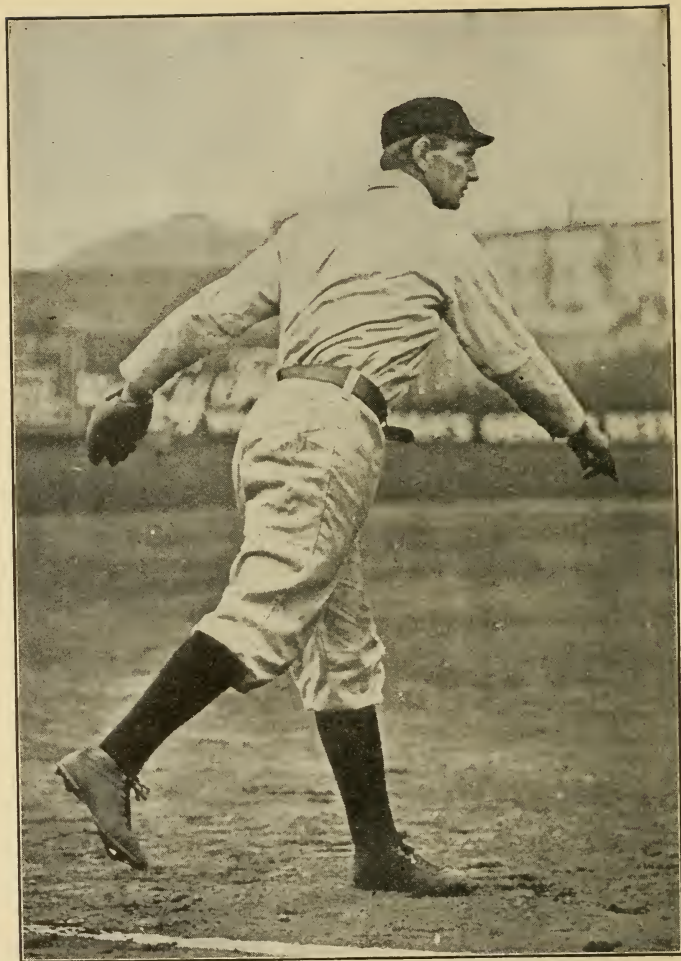
This explains why there are so few men filling the position to-day who are regarded as worthy of being held up as examples of how the bag should be played. A half a dozen men can be picked from the two big leagues who are first-class first basemen and the same is true at second. At third and short there are one or two men who stand out by themselves. Teams not owning one of these are willing to give thousands of dollars to secure a man of equal caliber.

The difficulties of the position are both a discouragement and an encouragement to a young ball player. The fact that the position takes more hard thinking and hard work than most any other on the team discourages many from attempting it. To the player who takes a real interest in the game this is an encouragement. The desire to reach the highest point in the game should make the hard work worth while, while there is a big incentive in the reward which is certain to follow success. Third basemen are among the best paid players on the professional



1, Tinker; 2, Schulte; 3, Kane; 4, Archer; 5, Overall; 6, Evers.
 Conlon, Photo.
 A GROUP OF CHICAGO NATIONALS, 1909.

teams and one who climbs to the top can command practically his own figures. In addition, and this should prove a strong incentive to amateur players, the position is one which is peculiarly well fitted for a captain and a brilliant man on the far corner has the best chance to be chosen as commander.



ARTHUR DEVLIN,
Third baseman for the New York Nationals. He is very fast and
covers a great deal of ground.

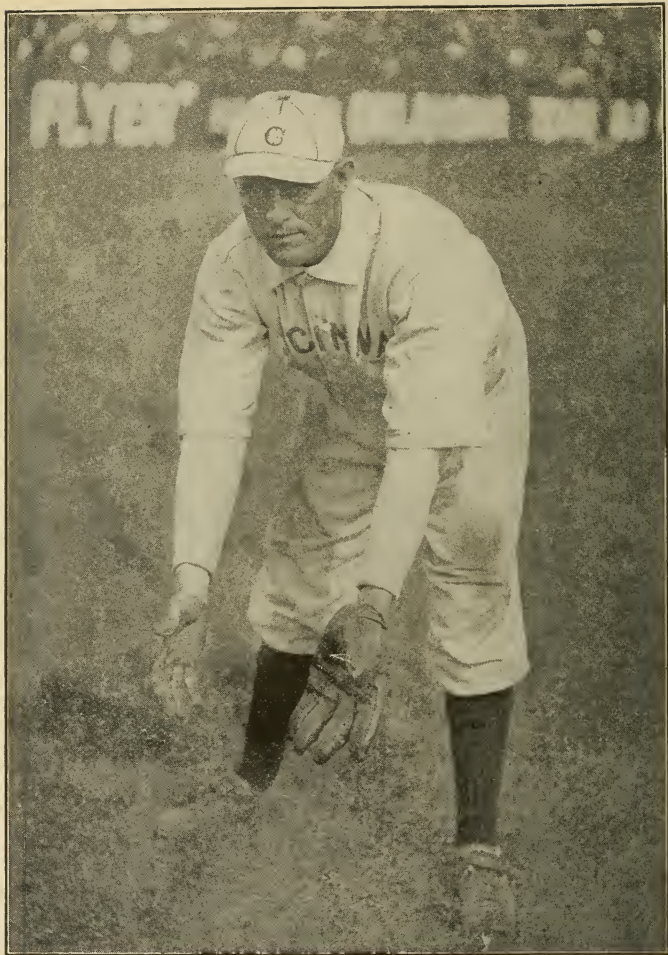
COLLINS ON THE POSITION

Quickness of thought and coolness under fire are the qualities which make a player at third dangerous to the team on the offensive. With these careful thought and hard work are necessary in learning to play the position as it should be played. This is becoming all the more true every year and a finished third baseman is growing more valuable every day.

Before the bunt was used so extensively and scientific batting had reached the point it has now a slower man who could hit hard had a chance at third. Now the fastest men on the team are none too fast for third and the batsmen in either of the big leagues will discover a slow thinker and slow mover almost instantly and force him from the game by directing their fire in his direction. A man who is erratic at third will throw an entire team off its stride.

I have always played a clean game and that is the only policy to follow if you wish to get along well with your fellow players. Never block a man at third unless you have the ball, and never intentionally use tactics likely to injure a base runner. It is bad policy to injure another player even from your own point of view. Such things are not forgotten and you are likely to fall a victim to the same tactics. Tricks are an entirely different thing from underhand play. Every baseman uses tricks to catch a runner and a bright play of this kind may win a game for you. It is a battle between your own wits and those of the runner in this respect and the best head will gain the advantage.

Never give up. With three men on bases and no outs, work a little harder than usual, and something may come up that will enable you to pull your team out of the hole. It is good work under trying conditions that after all decides the calibre of



HARRY STEINFELDT,
Third baseman for the Chicago Nationals. Steinfeldt has the
strongest throwing arm of any man who plays with the major
leagues.

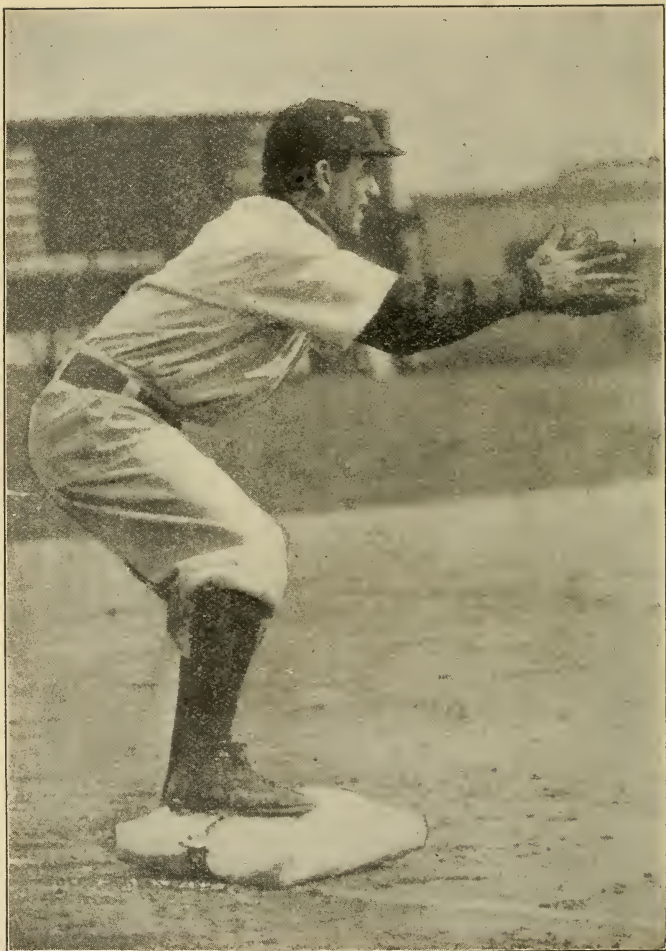
the player. Gameness tells in base ball and the player who gives up has but little show for success. This is especially true of a man covering third.

In learning the game never become discouraged at failure. Keep on trying to overcome your faults. A great ball player is not made in a day. Some men are born with more natural ability than others, but none are born who do not need practice and experience to perfect them. Frequently the player with great natural ability is outstripped by another with less, owing to laziness on the part of the former.

Careful study of the best players in your position will do more to improve work than anything else outside of practice. By watching other players closely you will be able to discover your own faults and correct them. Coaching by an older and more experienced player, whenever it is obtainable from one who has played the position himself, is of great assistance.

Never try to "star." Team work is what wins games and much of the "star" work is detrimental to the former. A player who fails to realize this is going to do more damage than good. In order to be successful in team work a close study of the other players on the team is necessary. Help the other members of the team all you can in making plays. Never become selfish and try to get more than your share of the chances, and especially those which are spectacular, and will appeal to the grandstand. Take what is legitimately yours and let the other players have what belongs to them.

In conclusion, I know of no position on the team which offers more interesting work than third, and if you are willing to study and work hard, your chances for becoming one of the most valuable men on a team are bright.



TOMMY LEACH,

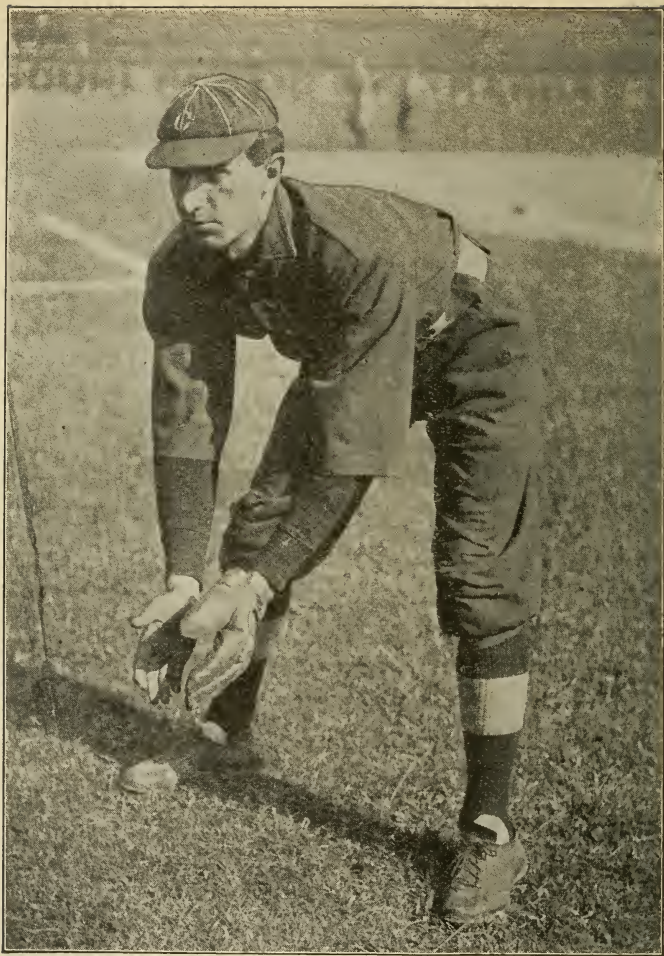
LEACH ON THE POSITION

Snappy play and good judgment are the prime qualities in playing third base. No man on the team has cause to think quicker and act quicker than the man at third. It is a case of the batsman trying to fool you and your success depends upon your ability to guess what the batter is going to do and your speed in thwarting his plans.

A big man is not necessary at third; if one were I would not be playing the position myself, but a man who can think, work fast and throw strongly and accurately is. Quick thinking will give you more time to do the mechanical work of the position and enable you to make plays which would otherwise be impossible. A good arm is an essential for a third baseman. He must not only be able to whip the ball across from behind third, but make a quick snap on slow grounders as well.

A third baseman must be a close student of the game. He must know the batters and their peculiarities, or he is likely to make a mistake in fielding for them. He should know what his own pitcher is going to send up to the batsman and handle himself accordingly. With men on bases he must know the capabilities of the runners and the batsman and the plays which are possible under the conditions. In case something happens to make a play impossible he must make up his mind about what to do on the instant and do it.

An understanding with the pitcher, catcher and shortstop are of the utmost importance to a third baseman. Nothing is more aggravating than for the pitcher, catcher and third baseman to go after a bunt and the ball to roll safe owing to a mix up. The same is true of flies and one of the most foolish plays on a diamond is to have the ball drop safe between a bunch of fielders when had either taken the chance by himself it would

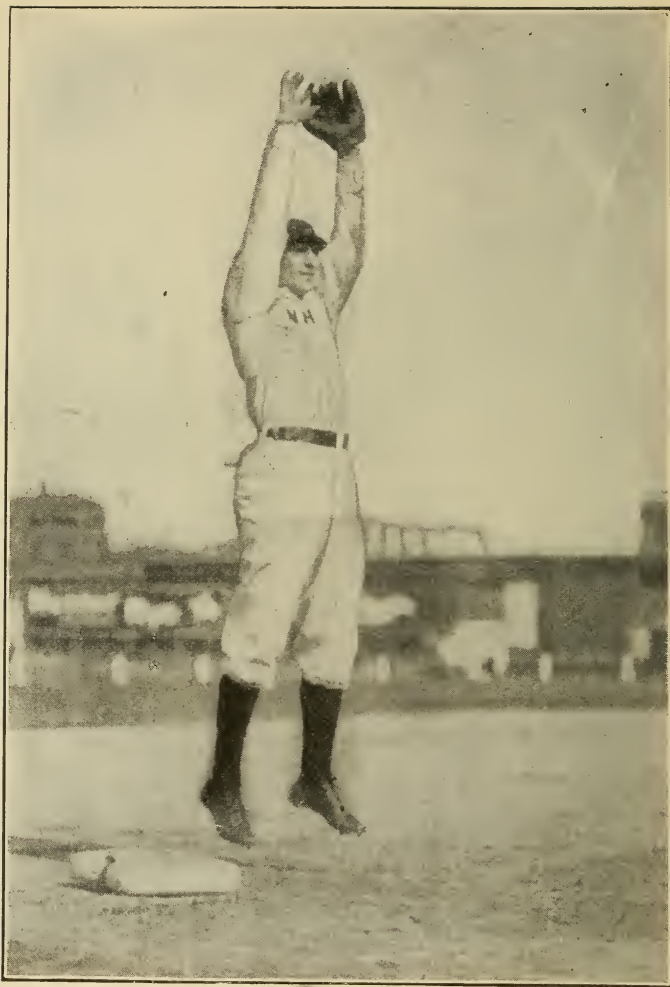


WILLIAM BRADLEY,
Cleveland's third baseman, waiting for an easy bounder. Bradley's great ability to throw underhand is of much assistance to him as an infielder.

have been an easy out. A good understanding with the first and second basemen is also of importance and all of this comes under the head of team play, the keynote to a successful nine.

Profit by your errors and the experience you gain through them. Study the reason for them and never make the same break twice. Watch others play the game and pick up points from them. You can get pointers from even a novice by watching him play and the opportunity to watch a first-class man work is of immense advantage. Things will frequently come to you when watching another play which you fail to notice when playing yourself.

Practice is what makes a perfect player, and you should get all of this you can. In the heat of a game is a poor place to correct your mistakes. In practice you can try a play over if you miss out the first time. In a game experimenting is likely to prove costly. Work hard in your practice. Listless work in practice will do you but little good, and you are likely to do your work in a game in the same manner.



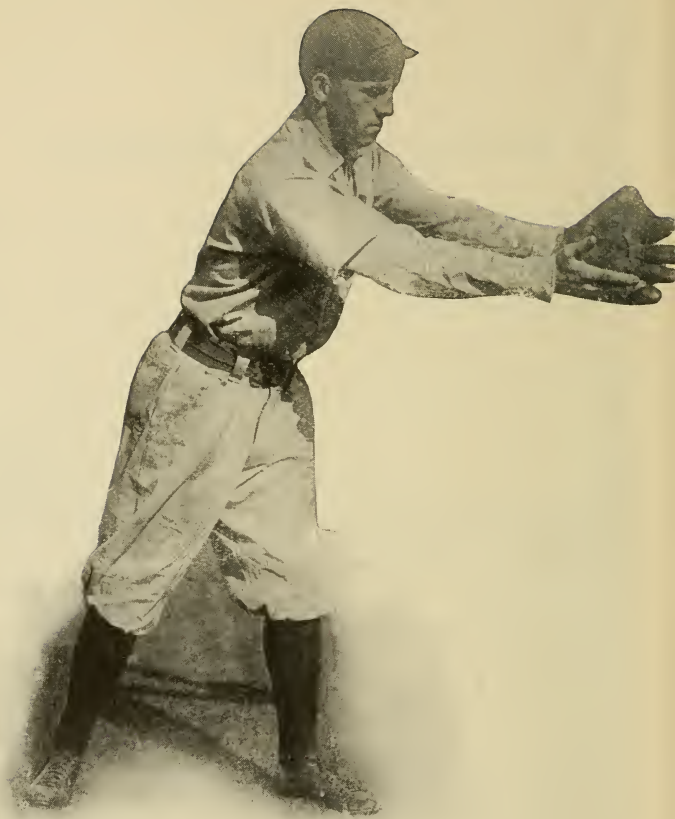
ARTHUR DEVLIN,
New York Nationals' young third baseman, going for a high one.
The photograph gives an excellent idea of Devlin's phenomenal
reach.

QUALIFICATIONS NECESSARY

Qualifications for the position do not limit a player as to size and build. A small man of course has to overcome his lack of size with other superior qualities, yet some good men on the third sack are small. The ideal man, judging from those who are successful, is one of average build. Both Collins and Leach are men of average size, though Leach leans toward the small as ball players go. He makes up for this through his speed and brilliant headwork. Bradley, who is considered by many to be one of the greatest men playing the position, is on the other hand, much above the average in height and he makes good use of his extra inches. Wolverton is another good example of a man above the average. McGraw, one of the greatest men the game has ever seen, is a good example of a small man with a great head and all of the other qualifications that go to make a great third baseman.

The one thing required above all others at third is quick thought and a cool head. Third base requires this more than any other place on the team. A third baseman must not only know how to field for a batsman, but how to field for a play as well. With the bases clear his task is to field where the batter is most likely to bat the ball. With a man on base this changes and he must govern himself according to the number of outs and other conditions. He must be ready to go in after a bunt or cut off a sharp hit, and to do this he must guess what is going to happen before it occurs.

This is not all. He must know the speed of the men in a play, and try for outs accordingly. Frequently he has the opportunity to turn a double play and pull his team out of a hole when an error of judgment would only make matters worse. That is why a quick mind and a cool head is first and foremost.

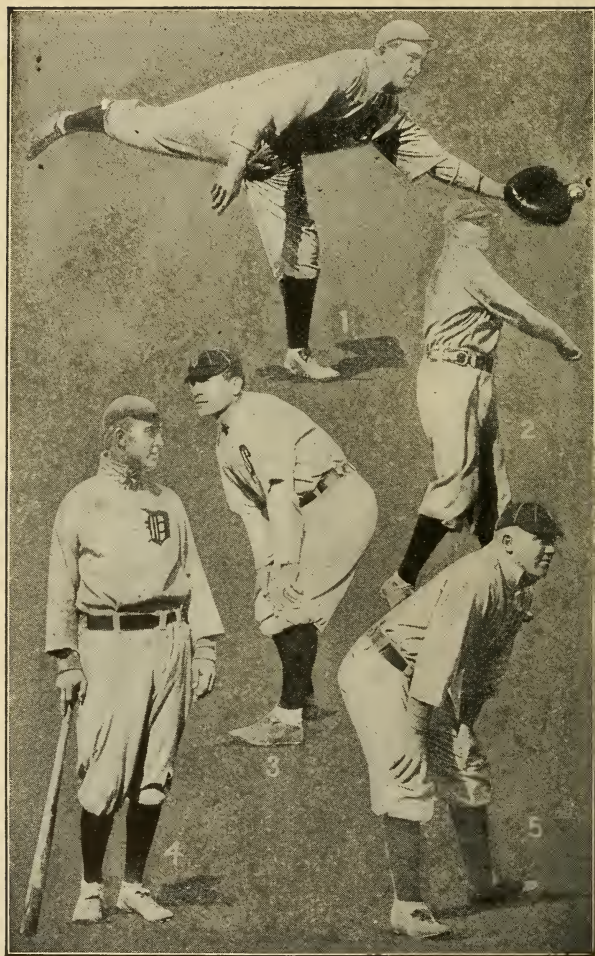


BYRNE.

The second most important requirements are ability to field cleanly and a strong throwing arm. More than in any other position on the team a third baseman must be able to field cleanly with his right hand. Bunts frequently have to be handled with but one hand and the throw made without taking time to set oneself. This requires a quick snap and on throws from deep third a strong arm is necessary to get the ball across the diamond in time to head a runner off at first. A second baseman may possibly prove a success with a poor arm, but a third baseman never.

Batting of course is just as desirable in a third baseman as any other player, but it does not come under the playing of that position proper. It is a department of its own, and one far too important to attempt to handle except in a division by itself.

Final qualifications for a third baseman, as for every other position on a ball team, are plenty of courage and determination. A player who will not battle hard and to the last for his team is but of little use to it and frequently does more injury than good.



1, Schmidt; 2, Mullin; 3, O'Leary; 4, Cobb; 5, Beckendorf.
Conlon, Photo.

A GROUP OF DETROIT PLAYERS, 1909

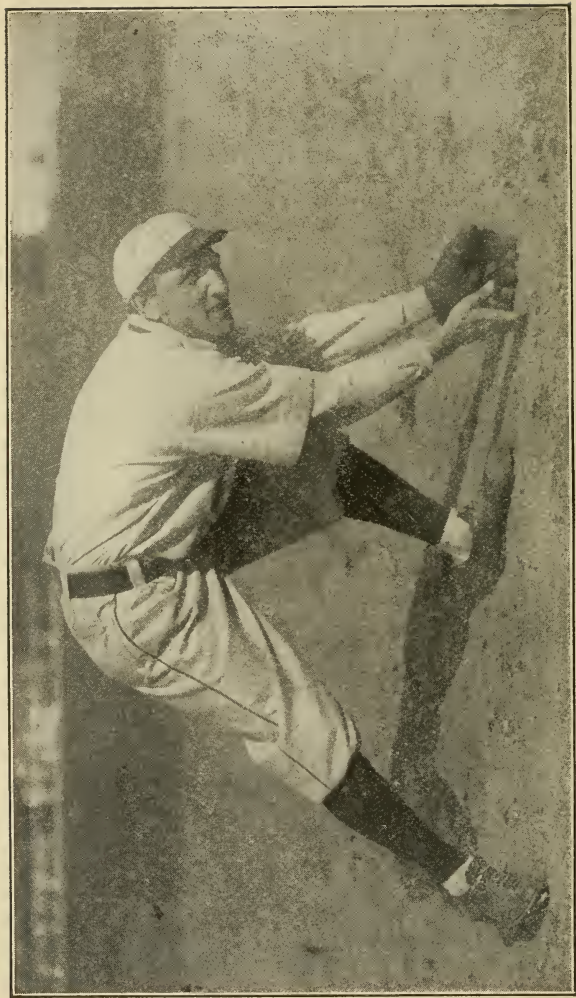
HOW TO PLACE YOURSELF

With the bases empty the regular position at third is about ten feet inside of the bag along the base line between second and third. This position covers practically all of the territory toward second not taken care of by the shortstop and yet enables one to cut off drives over or just inside of third.

Every player of note has practically the same position while waiting for the batsman. Stand with the feet in line with a line drawn between second and third, but facing slightly toward third. The body should be pitched slightly forward and the weight borne mainly on the toes. This will give a quick start, and if the weight is evenly distributed on both feet it is easy to cover ground to the right, left or in front. Some players have a habit of keeping one foot in advance of the other. This is a gain in getting forward or to one side, but a handicap in the other. If you must play this way always be sure it is the left foot you keep forward. That will give you a better start toward home and third and the shortstop can cover to your left.

While waiting for the batsman the body should be stooped and the hands can be rested on the knees. Some third basemen swing their hands, but this is bad form as it gives the arms useless work without giving any advantage in return. When the ball is pitched get a start for the plate so as to be in motion when it is hit.

In fielding a ball there are several things to remember. Always get your glove right on the ground for a ball which is hugging the latter. Failure to do this will lead to hard driven balls being forced under your glove. Always use both hands in fielding whenever possible. One-hand catches and stops may appeal to the spectators, but they are likely to prove costly to a team. When you get your hands on a ball grip it tightly or a



LOBERT,
Cincinnati third baseman, showing how he lets the ball roll into his hands.

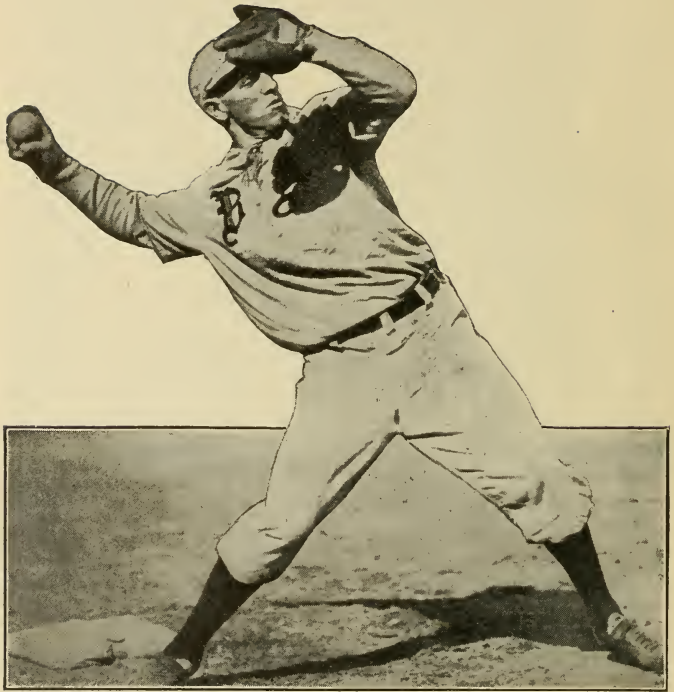
twist may pull it out of your glove. In fielding grounders keep your knees well together and your body low so as to block the ball in case it misses your hands. Many an out can be made by following this rule even after you have had the misfortune to make a fumble.

In making a catch set yourself in such a way that you will be in a position to throw to first whenever that is possible. In order to get the ball away clean and hard you should be able to take a step directly toward the point at which you are throwing, and if you can get in a position to do this without first shifting your feet after catching the ball you save precious time.

To the third baseman falls some of the hardest chances in gathering in flies and good work in this line goes far toward making his reputation. Watch out for flies just back of third. This is one of the easiest places on the diamond to dump a ball and a well placed hit there is likely to result in a two-bagger. In order to get these, practice catching flies over your shoulder while running with the ball. There is a knack in it which can only be learned by practice and most players get too little of this kind of work. There is always plenty of work during practice on grounders, but rarely do the batters pop up flies around third during practice time. Make your team mates bat some out for you and try fielding them starting from your regular position at third.

Flies outside of the foul line afford many chances for spectacular plays, and at the same time offer opportunities to pull your team out of tight places. Always try hard for these kind of chances, even when the bases are vacant. Loafing may eventually change the result of the game.

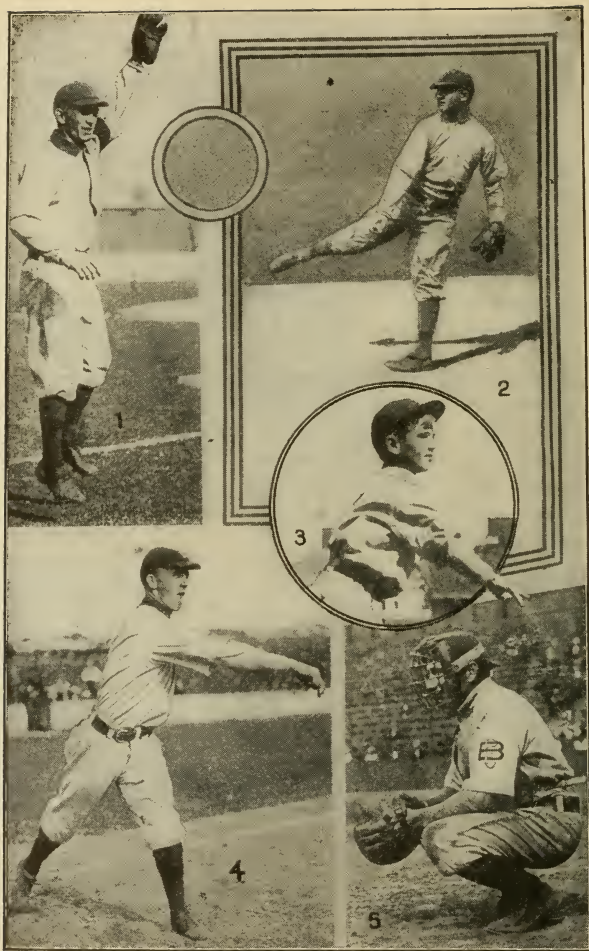
With men on base watch out for a steal after the catch and whenever possible get the ball in such a position as to be set for a throw. With a man on third and but one run needed to tie or win it is sometimes best to drop a long foul fly when you know that it would be impossible to catch the runner going home.



LORD,
Boston Americans' third baseman, making a throw across the
diamond.

A word regarding the greatest aids you have in making plays mechanically perfect, the gloves and shoes, is in order here. Gloves will cut no small figure in your work. Therefore get the best you can afford. Even a good ball player will play poorly with an ill-fitting or poorly padded glove. Good gloves are not so expensive as to be out of the reach of the average amateur, and a good glove will prove of decided assistance to you. Once you have a glove that suits you, it is well to hang onto it as long as possible. So long as the glove is effective never mind about its appearance. Breaking in a new glove is a disagreeable task and professionals never do it until it is absolutely necessary.

Good shoes are another necessity. Shoes of a good quality will hold the spikes firm and give you a certain footing, while those of cheaper grade are liable to fail at the most important time. The uniform you wear, though of course neat and well constructed ones add much to the appearance of a team, is not of as much importance as the gloves and shoes, as the plays you can make depend upon the latter.



1, Leach; 2, Camnitz; 3, Leach, Jr., Mascot; 4, Byrne; 5, Simon.
Conlon, Photo.

A GROUP OF WORLD'S CHAMPIONS, 1909.

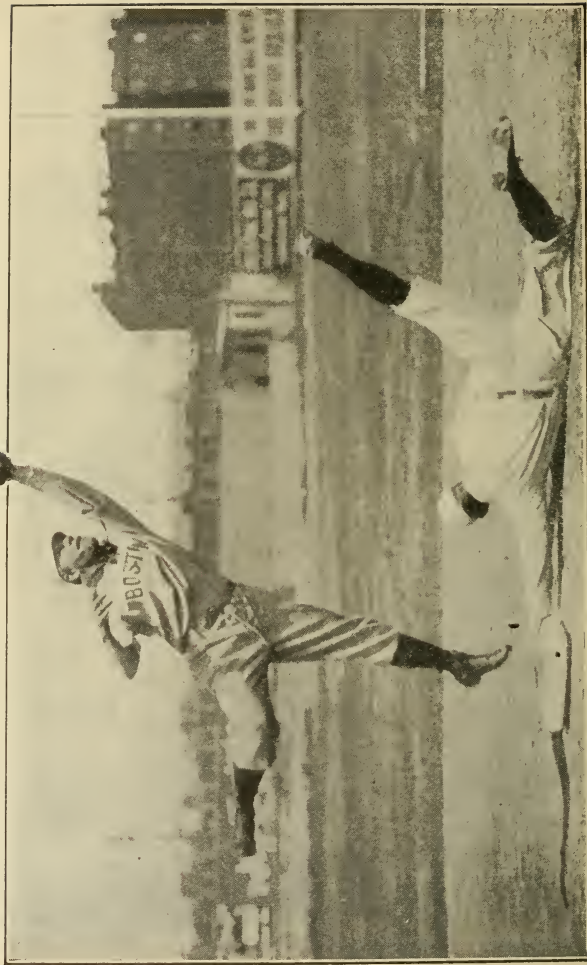
PLAYING FOR BATTERS

Up to this we have been dealing with the position under ordinary conditions mainly. Now we come to the variations and inside work and here is where the brain work begins to tell. Most any one can become a good mechanical fielder, provided he will practice sufficiently, but few master the finer points. A careful study of the game, the batsman and your own pitcher are required for this.

The first thing to note is whether the batsman is right or left handed. This will make all the difference in the world as to where he is most likely to place a hit. With a batter who stands to the left of the plate and a fast pitcher the third baseman is the least likely to have hits to handle. With a slow pitcher the batter is likely to pull the ball around toward third. With a batter on the right side of the plate and a fast pitcher the third baseman is likely to have his hands full. With a slow pitcher and a fast batter the first baseman is the one most in danger.

Different curves and different styles of pitching also produce different fielding conditions. Fast pitching with the ball straight over the plate produces chances which are easy to handle unless the ball has too much speed. A straight pitched ball is generally hit without skew or twist and as a rule there is little doubt as to whether it is to be classed as a hit or an error when missed.

Watch out for bad bounders on curves and breaks. The ball almost always has a certain amount of rotary motion and this causes sharp breaks and bad bounds. It is this which makes clean fielding difficult. No rule can be laid down for fielding such hits and much judgment and experience is necessary in handling them properly. Even the greatest players are some-

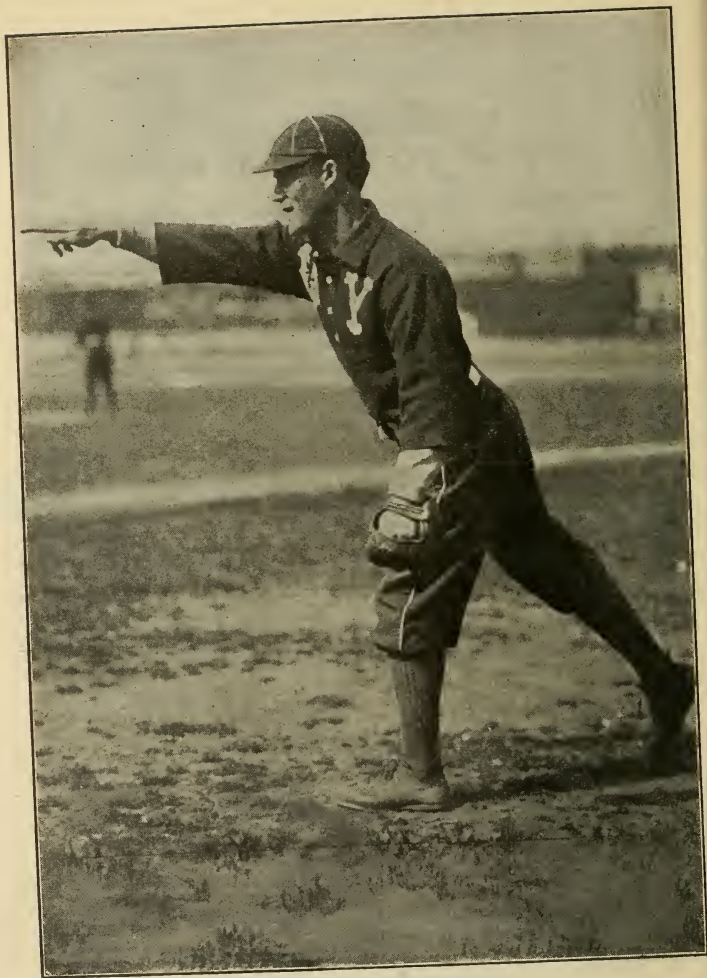


A third baseman stopping a wild throw and preventing a base runner from making an extra base.

times fooled so there is no reason to get discouraged if one or two get past you. Always try to study out for yourself the season for such breaks and whether they are caused by pitching, peculiar batting or irregularities of the diamond. No two diamonds are exactly the same so far as fielding is concerned and the quicker you find out the ground around your position the better off you will be. By studying out causes for your failures you will lay up a store of knowledge which will prevent many mishaps in the future.

In placing yourself for a batter you should know something about the man you are playing for. It is safe to play well in for a fast man who is good at placing the ball. For a heavy hitter play well back on the base lines. This is especially true with an exceptionally heavy batter who is slow on his feet. With such a one it pays to get back to the edge of the base line. In case the base line is skinned and the grass begins back of it never field on the grass as the ball will invariably take a bound when it hits the edge of the latter. In fielding plays of this kind it is of importance to get yourself set for the throw as well as the catch. For weak hitters or when it is necessary to prevent a run from scoring with a man on third, field well in toward the plate so as to prevent the batter bunting the runner home.

In conclusion, and most important of all, always play the ball and never let the latter play you. The moment you get unfixed in your ideas and become wobbly you are almost sure to make a break.



NORMAN ELBERFELD,

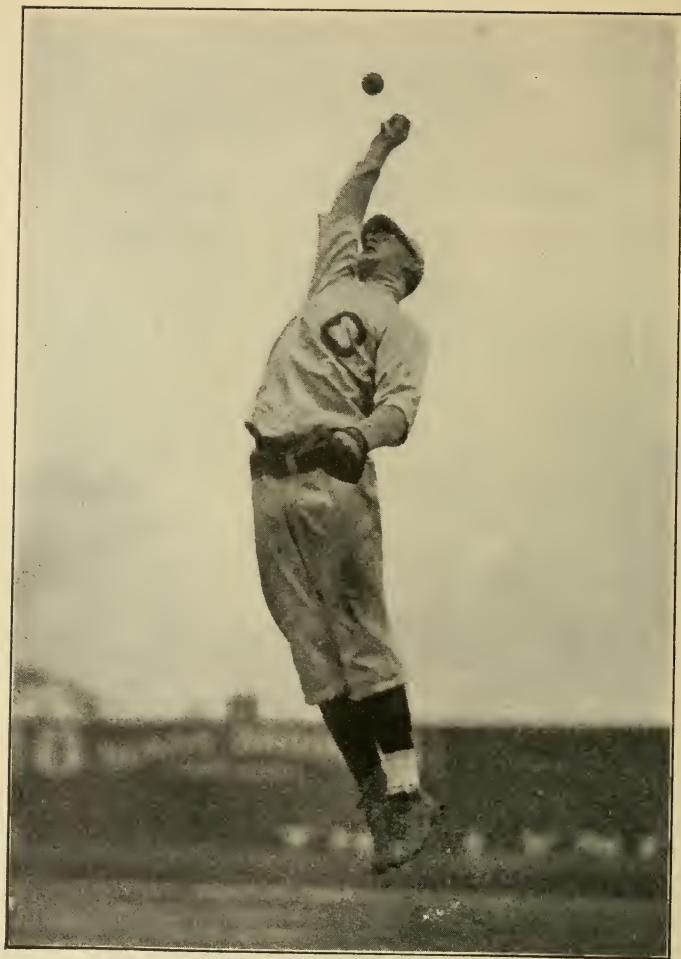
HOW TO HANDLE BUNTS

Now we come to the most important signal problem a third baseman has to face—bunting. The first baseman, pitcher and catcher also have to take care of bunts occasionally, but upon the third baseman falls most of the work in this line. This work is increasing in importance right along as the batting becomes more scientific and more restrictions are placed on the pitcher.

Formerly bunting was restricted mainly to sacrificing with a man already on base. Now the third baseman has to look for it most any time with a fast man at bat. Such men as Keeler, Bay and Leach are as likely to get a hit through bunting as any other way, especially when mixing bunts up with place hitting.

The first thing to do is to know your batter. With the bases unoccupied a heavy hitter is not likely to try for a bunt, especially if slow. A light hitting, speedy batter, on the other hand, is always dangerous in this respect. Therefore it is safe to field in closer for the latter than the former. Try to judge what your man intends to do from his actions. If he takes the bat short when that is not his regular style of handling it be ready for a slow hit or bunt. Watch the way he places his feet as some batters give away the direction in which they are going to pull the ball by the way they stand. Some batters have a habit of looking around in the direction they are trying to place a hit, and this is a good sign to follow. If up against a trick batter, however, he may try to throw you off by doing something to indicate a hit in one direction and sending it in the other and this is a case where only your good judgment can be of any avail.

With a man on first and no outs a bunt is always to be looked for, no matter whether a batter is fast or slow. The same is



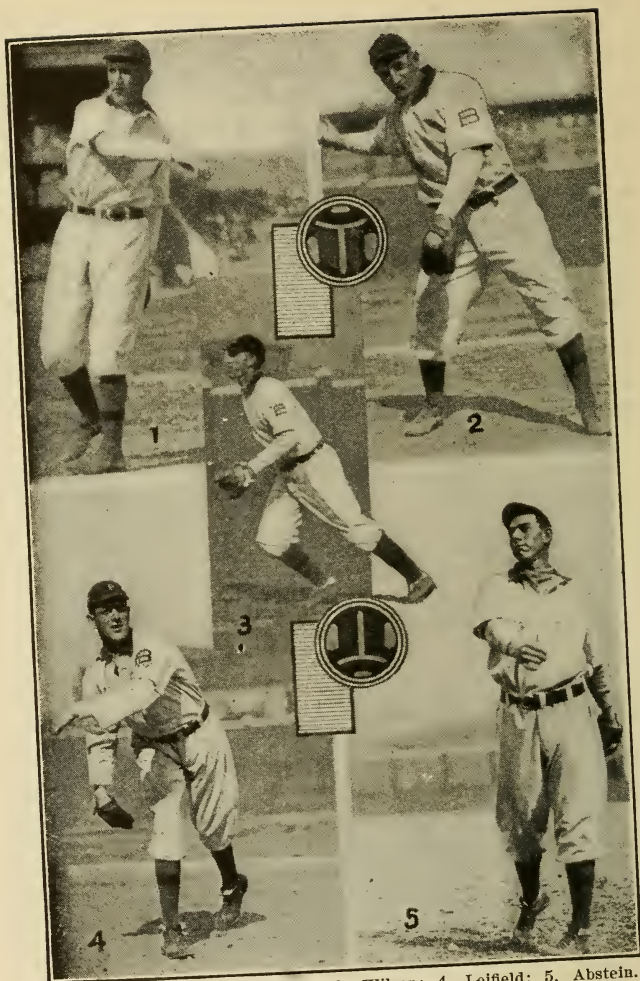
LEE TANNEHILL,
Chicago Americans, illustrating how to catch a ball which is
over the head. This sort of catch is the most sensational a player
can make.

true with a man on second only in less degree. With one out and a man on first or second, a bunt must also be expected, though conditions of the game will cut a figure here. With one out, a man on second, a fast man at bat and but one run needed to tie or win, a bunt is always to be looked for and quick work is called for in this case as there is a chance to catch the runner going to third. With a man on third a good man at bunting will sometimes try to bunt the runner home, a trick used by McGraw, and under these conditions the third baseman should field well in toward home.

Bunts require more judgment in their handling than any other kind of hits. Frequently they must be picked up with the ungloved hand and thrown without a chance for the fielder to set himself. The fielder must know the men on the bases and their speed to make the correct play even after he has the ball. With a slow runner on first and a fast one at bat as a rule the try should be made at second, giving a chance for a double. With a man on second it takes fast fielding and a quick turn to catch him going to third, but the play is worth trying for especially if the game is so close that a run is likely to prove decisive.

In order to handle bunts properly the third baseman must have the situation figured out before the pitcher delivers the ball to the plate. Then if something crops up which makes the play planned impossible quick thinking on the spur of the moment will sometimes save the day. Don't rely on this latter, however, but plan your plays before they come up and then you can devote all of your time to fielding the ball and at the same time be sure you will know what to do with it after it is secured.

Special instruction in regard to form in fielding bunts is of but little value. The play comes in so many different forms and so fast that it is a case of adaptability rather than any special style. When a bunt is looked for field well inside of third and closer to the foul line than under ordinary conditions. A fast start is an essential and practice will do much

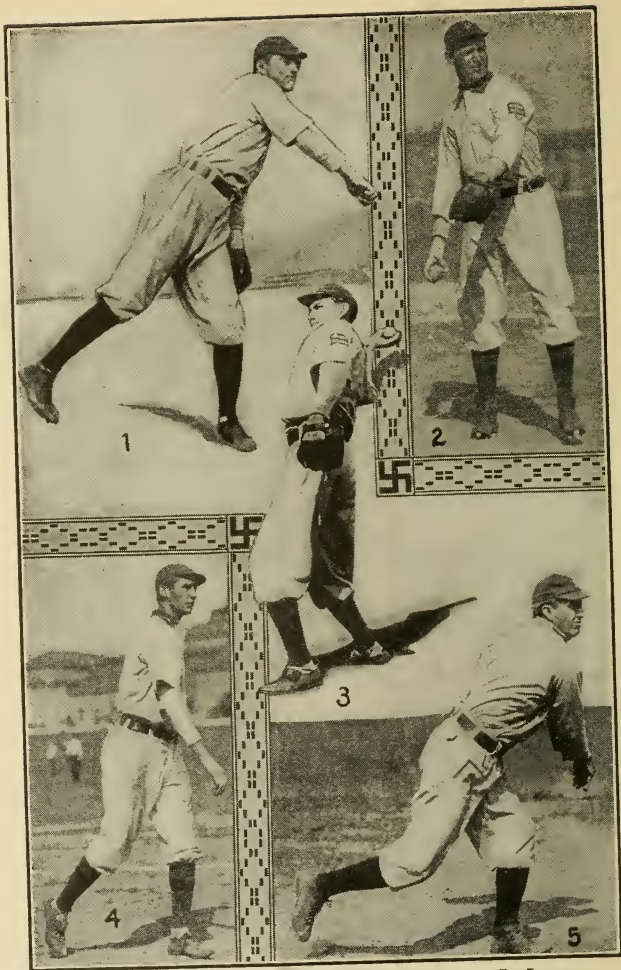


1, Phillippe; 2, Hans Wagner; 3, Wilson; 4, Leifield; 5, Abstein.
VanOeyen, Photo.

A GROUP OF WORLD'S CHAMPIONS, 1909.

toward giving you this. Have one of your team mates bunt for you and you will soon increase your speed and gain confidence in handling the ball. Care must be taken in coming in fast, however, that you are not moving so fast as to be unable to pick up the ball. Practice throwing the ball to first under handed as that is the quickest way to get the ball over on short throws.

Always have a good understanding with the pitcher and catcher in regard to fielding bunts. This will avoid collisions and prevent getting mixed up. In case there is an infield captain, he is supposed to call the player who is to take the ball. Even if you think you have the best chance to get the ball follow his advice. He is in a better position to judge the play than you are.



1, Willis; 2, Abbaticchio; 3, Maddox; 4, Miller; 5, Leever.
 Photos by Conlon and VanOeyen.
 A GROUP OF WORLD'S CHAMPIONS, 1909.

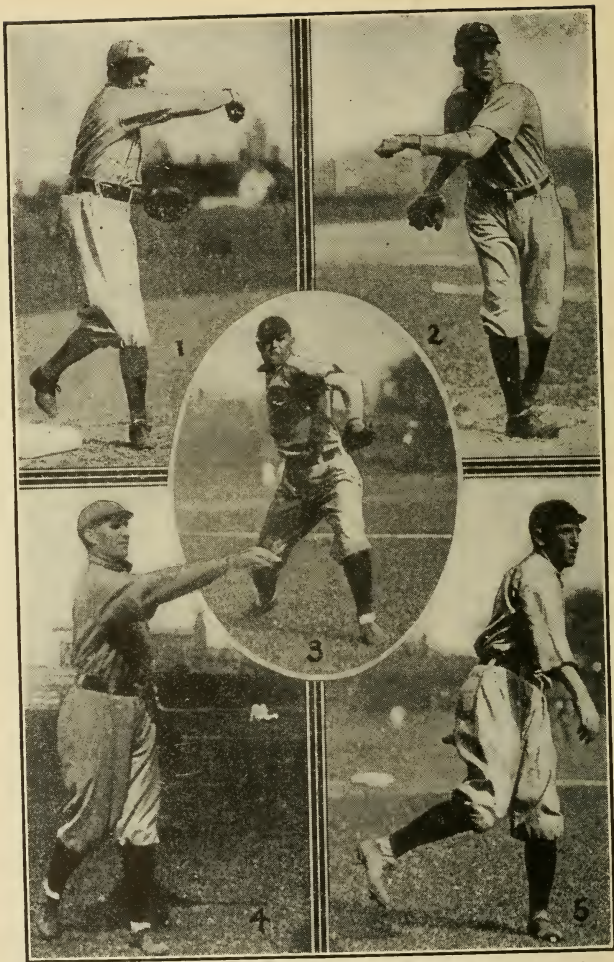
FIELDING FOR BASE RUNNERS

In guarding third base it is necessary to know something of blocking. Blocking is forbidden by the rules, but the umpire seldom pays any attention to it provided the case is not a flagrant one, and nearly every third baseman does it to help him make an out. Never block a player unless it is to assist you in putting the ball on him and never intentionally injure a player in doing it at any time. Miss an out before taking chances of injuring a fellow player.

When a base runner slides for third it is often possible to block him momentarily while you put the ball on him, when the side step would be to miss the out. In other cases it is possible to shove the runner to one side or the other enough and cause him to slide past the bag. Always watch the base runner who is sliding closely as frequently he will slide over or past the bag and you can get him before he can return.

Keep your eyes open for an attempt to spike you. This is "dirty" ball of the worst kind and it is more likely to be found among non-professional players than among those who follow the game for a living. A professional who uses his spikes in trying to injure a player soon gets a bad reputation and is shunned by others. Some amateurs think the trick a smart one. Protect yourself from a runner who is sliding feet first by stepping to one side or the other and in case he goes out of his way to reach you your duty is to protect yourself as best you can without regard to the runner.

A trick you must look out for is being pulled or thrown off your feet either by a base runner catching you with his arm or striking your leg with some part of his body. Always get a firm footing to avoid being thrown and if you should be knocked over put the ball on the runner as you fall on him.

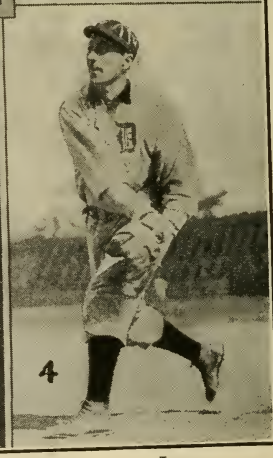
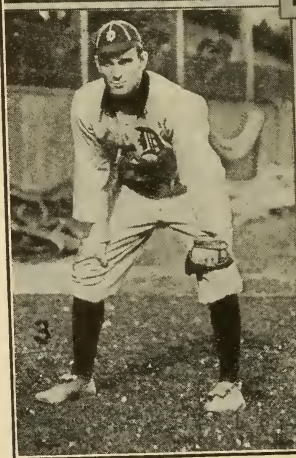
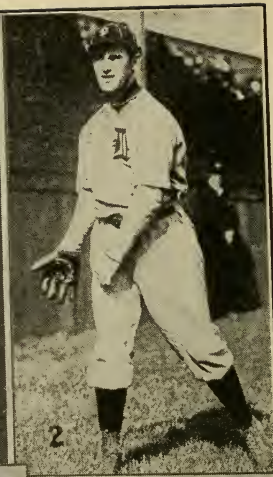
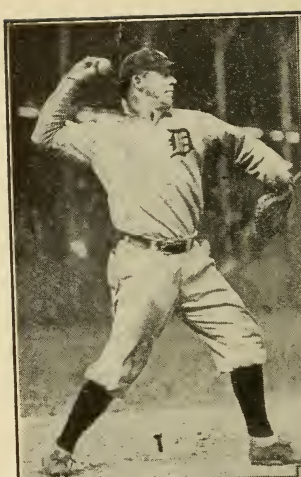


1, Jim Delehanty; 2, Killian; 3, Willets; 4, D. Jones; 5, Bush.
VanOeyen, Photo.

A GROUP OF DETROIT PLAYERS, 1909.

In a run up or when a man is coming into third standing up watch out for an attempt to jostle the ball out of your grasp.

Try tricks occasionally to catch a base runner off third. To do this you must have signals to exchange with the catcher and pitcher. A catcher with a quick snap can frequently nail a runner, but the signals must be exchanged before the ball is pitched or a misplay is more likely than one that will prove successful. The catcher will see that the proper signal is given to the pitcher so that the batsman will not hit the ball and you must hustle back to first without waiting to see whether the batsman is successful in making connections or not. Work your man before signaling for the play and try to get him to take a dangerous lead. If he is too daring before the ball is pitched hustle back to the bag after signaling the pitcher and try to catch him this way. If caught off the bag the runner will sometimes make a dash for the plate and try to save himself by a slide. If you are prepared for this he should be an easy out, but if not a wild throw will cause trouble.



1, Stanage; 2, McIntyre; 3, Moriarty; 4, T. Jones.
VanOeyen, Photo.

A GROUP OF DETROIT PLAYERS, 1909.

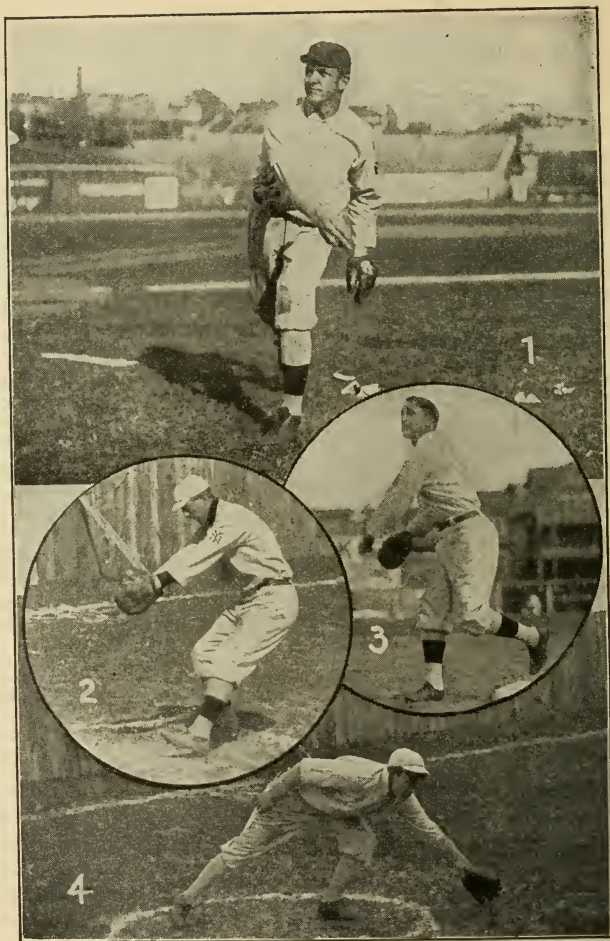
TEAM WORK EXPLAINED

Even though perfect in individual play no third baseman can ever hope to be successful without team work. Team work is the point which wins games and upon the third baseman falls a large share of team work. That is one of the reasons why no great team has ever existed without a great third baseman. It also explains why some third basemen of but ordinary mechanical ability are regarded as among the leading players at third.

The secret of team play as well as nearly everything else in base ball lies in hard study. No exact lines can be laid down as to team play which will leave nothing to be learned. Rules for the mechanical plays are easy enough and anyone who takes the pains can soon learn them. Practice will make these second nature and enable you to work them correctly, even when working at top speed. This is the first point to master. After that you must depend largely upon your own ability to think clearly and quickly.

The first thing that the third baseman runs against in team work is in fielding both grounders and flies. The men he works with are the shortstop, pitcher and catcher. Frequently the fraction of a second's hesitation will prove fatal in handling a bunt. As a rule the third baseman should handle bunts toward third. He is in the best position to field and throw. With a slow fielding pitcher, and especially with a left handed pitcher, it is of the utmost importance for the third baseman to go after almost any ball not dropped directly in front of the plate or toward first. Call your ball when you go after it so as to leave no chance for a mistake and pay no attention to anything else until you get it.

In getting flies it is well to let the catcher have the chance if he has as good an opportunity to reach the ball as you have, owing to his larger glove. The trouble with fielding flies is



1, Mathewson; 2, Merkle; 3, Tenney; 4, Bridwell.
Photos by Tebbs and Pictorial News Co.

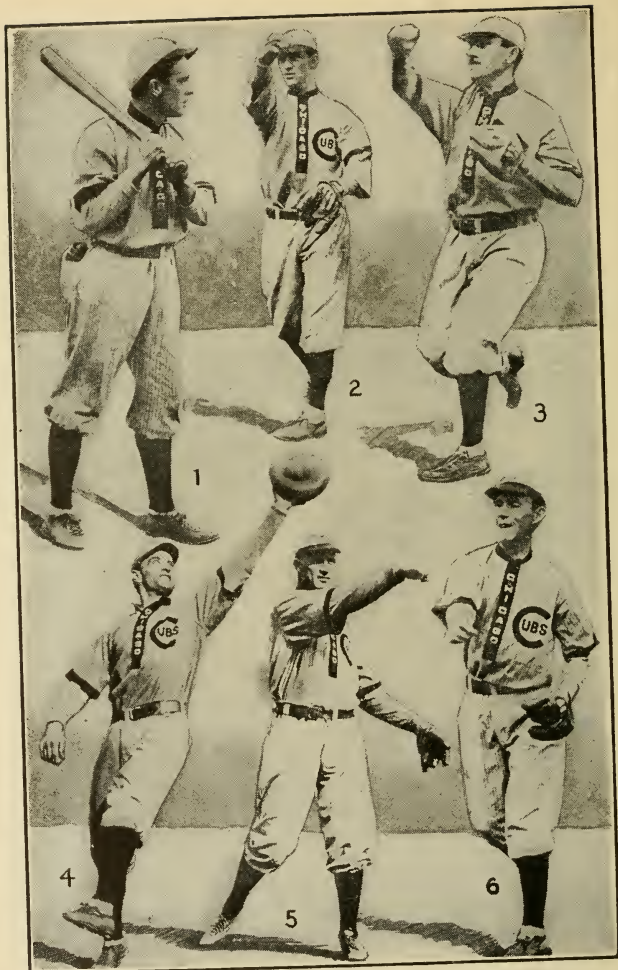
A GROUP OF NEW YORK NATIONALS

that many opportunities are afforded for spectacular plays and fielders can not be prevented from "starring" to the detriment of the team. The only way to avoid collisions is by obeying the call of the captain no matter what you think of your own chances.

A big point in team work is in knowing the capabilities of the men you are working with. Some first basemen are weak on high or wide throws while others can not stop low ones. Hurried throws can not always be directed correctly, but a little care will prevent throws to a baseman's bad point on ordinary chances.

Throws to the bases must be governed by the conditions at the time. On a force out at second throw at the body of the baseman. If he is taking care of his part of the work he will hold his hands in such a position as to guide your throw. Where a slide is looked for in an endeavor to avoid being tagged the throw must be low and far enough out on the side from which the slide is expected to give the baseman a chance to tag the runner before the runner's feet or hands can get to the bag. When it is necessary to throw past a runner look out for some sign from the man you are to throw to telling you which side to throw to. Unless you do this you are likely to hit the runner and make a bad break.

The most frequent opportunities the third baseman has for a double play is on an attempted bunt with a man on first. Another opportunity comes at times with a man on second. Fast fielding on an infield tap will get the runner at first and a quick return to third will catch the runner from second trying to gain that base. If the runner at second gets too far off second on an infield tap try for him or make a bluff to scare him back and then make your throw to first. In throwing to second for a double play get the ball waist high and to the outside of the bag so that the player fielding at that point can whip it to first without delay. In taking a throw yourself always guide the aim of the man throwing, by holding your hands where you want the throw.



1, Tinker; 2, Schulte; 3, Kane; 4, Archer; 5, Overall; 6, Evers.
Conlon, Photo.

A GROUP OF CHICAGO NATIONALS, 1909.

Backing up is an essential feature of team work. On hits which the shortstop takes the third baseman should back up behind him whenever possible. If the pitcher fields over toward third on bunts back him up also. On throws the third baseman is mainly called upon to back up the second baseman and catcher. On all throws from right field back up behind second, third or home as the throw may be directed. In case of a wild throw past first back up on the return throw to first and in case of a wild throw to the plate cover the latter or back up the pitcher if he does so. The catcher, pitcher, left fielder and shortstop will on the other hand back up the particular one depending upon the direction of the throw. In case you field for a grounder and miss it, it is always well to remember the old trick of throwing yourself flat on the ground in order to give the shortstop a chance to throw in case he gets the ball, and you can not get out of his way otherwise.

SOME FACTS ABOUT THIRD BASE

BY ARTHUR DEVLIN, THIRD BASEMAN OF THE NEW YORK
GIANTS.

One strange thing in connection with third basemen in the major leagues, and it seems to be a rule which applies in the minor leagues, too, is the fact that third basemen, as a rule, are always third basemen. It is seldom that any one hears of a third baseman who was once a pitcher, or an outfielder, or an infielder in some other position. It is customary for players to drift from one position to another, as relates to the other fielding points on the diamond, but there does not seem to be much of that sort of thing in regard to the third baseman.

I asked a veteran manager once why such was the case. He replied: "My boy, I am not saying anything to praise you or the other third basemen who are prominent throughout the major league world, but it is a fact that third basemen are born, not made. It is one position on the diamond in which players who are moderately successful, seem to fit by intuition, although I shall not say that some of them can profit a great deal by practice and attention to the details of the game."

As a matter of curiosity I have asked other third basemen if they ever cared particularly to play other positions on the field. Most of them replied that they would like to do so, if they could play them as well as certain players who had built up reputations for expertness, but if my memory serves me right many of them said that they never felt quite at home when they were shifted away from the sharpest left field angle, which is formed by the proximity of the foul line to the territory which the third basemen is usually expected to cover.

Ball players, who begin to play third, and continue to do so, are quick to learn that hits come with greater speed to that

position than to almost any other, except liners that go directly to the pitchers. This, of course, is due to the fact that left field batting is more or less prevalent and that grounders met with the full swing of the bat are twisted around toward third with the speed of a bullet.

There is little time to gauge such hits. Frequently there is no time. The ball barely is off the bat before it is in the hands of the baseman, if he is fortunate enough to stop it. In any event it is obvious that it is necessary to have a quick eye to field the position, and that is something which is not to be obtained by practice, but which must be possessed when the player makes a beginning at the place.

To hold your own fairly well at third base it is also necessary to be possessed of a free pair of hands. By that I mean the ability to grasp the ball firmly, or at least break it down, without finding it essential to take it in a certain way. No third baseman can depend upon having his position so assured to stop the ball that he is ready to make the play to first base the moment that he touches the bounding sphere.

He may be off his balance, for one thing, as the ball comes to him. Whether he is or not, it is vital to his team that he stop it, and then recover himself quickly to pick it up and throw it to first. Possibly he will be able to stop it with the flat of his hand. Just as likely he will only be able to impede its force by touching it with his fingers, or it may strike him on the wrist, or, as often happens, on the forearm, but wherever it comes, and wherever it drops, if he fails to hold it securely it is essential that he get possession of it as soon as possible in order to retire the batter at first.

Time is a valuable factor with a third baseman. Fully fifty per cent. of the throws which he makes across the field are long and at bad angles. If he is slow of recovery after fielding a ball, which it is impossible to stop cleanly, his chances of catching a batter, who is also a fast runner, are appreciably diminished. Almost all of his plays must be made in a hurry, and half the time he has no chance to "set himself" for the throw, and must

deliver the ball to the first baseman with a continuance of the motion which he makes in securing it.

It has generally been agreed that a player at third, who is expert in making one-hand plays, has a double advantage over one who is not. By that I do not mean that it is justifiable to try one-hand plays in order to add a little of the spectacular to the game, but I do not think that it will be denied that a player who can reach out to his right or to his left with a reasonable certainty of receiving the ball, and handling it cleanly, is the more valuable to a team by reason of the greater ground which he is able to cover.

One of the best third basemen who ever lived, Jerry Denny, was famous for his one-hand plays, and it was said of him by many a manager that they would prefer to see Denny try to make a play with one hand then to bank with conviction in the chances of some other players making the same stop with both.

Managers have told me that as a rule they would prefer to have third basemen with height and a wide reach. The height is essential in pulling down liners which are batted to left field with much force. The wide reach, of course, means that the player is more certain on his right, where the grounders go fastest as they pass near the base. A wide reach is a valuable asset to any infielder, whether he plays third base, second, first or shortstop.

Since the art of sacrifice hitting has been so much elaborated in recent years the duties of the third basemen have increased greatly. Formerly the basemen could play well back and be in a better position to stop hard hits. Nowadays, when it is a question whether the batter means to sacrifice or to hit the ball out, the third basemen is kept fairly close to the line, and must be on the alert to try for the ball, no matter where it is batted.

Fielding bunt hits is an art in which the third basemen can improve by practice. Spectators frequently criticise a third baseman for trying to pick up a bunt hit with one hand, and yet, as a rule, it is the only proper way in which to play for the ball.

This is almost invariably true where the batter is very fast on his feet, and is known to be specially good in running to first base.

It is evident that if the third baseman runs forward, with the intention of picking up a bunt with both hands, he will not be in such good position to throw to first as he will if he is able to get the ball with one hand, and then, as he assumes an erect position, throw to first without trying to brace himself for a line snap across the diamond. When the ball is picked up with both hands there is always a fraction of a second lost in shifting it firmly to the throwing hand. If the ball is picked up alone with the throwing hand, it falls into a natural position to throw by intuition.

Another aid to playing third base is in the matter of learning to throw properly. It will not do to depend entirely upon overhand throws. It takes too long to get the arm up and the shoulder drawn back for a swift shot to first. One-third of the stops which are made by the third baseman, leave the ball in such a position in the hands that it is far better to get it over to first with an underhand throw—and the underhand throw is just as easy to make as the overhand throw if a player will practice it persistently.

Young players tell me that it is awkward and not natural for them to throw underhand. That is more a matter of superstition than actual fact. It is true that underhand throwing is, if anything, more natural than overhand throwing, and players who try to see whether they cannot throw underhand find out after they have tried a bit that after all it is nothing but an amplification of the old-fashioned jerk, and there is not a boy but will recall that when he first began to throw a stone, or an apple, or something of that kind, he found it came almost as second nature to him to jerk the missile, while he possibly acquired the art of overhand throwing by watching his big brother or some older companion. It is well to remember that when raising one's self from a stooping position it is simply out of the question to make an overhand throw, while the ball can be

snapped with an underhand throw with the body half bent to the ground.

In touching runners who are trying to make third either on a steal or a long hit with but little time it is not out of place to call the attention of beginners to the fact that almost all runners who come to third slide in behind the base. It is more common of this base than it is of second. Therefore the third baseman should always be in a position to reach for his man behind, and not trust to luck to see him sliding in at his feet, or directly in front of him. This being the case, the third baseman should be sufficiently quick to "duck down," and touch the runner with the same motion as which he received the ball. It will save him many a close call if he learns how properly to touch the runners out.

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Ball Ground

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a

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straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

When a pitcher is taken from his position his substitute must continue to pitch until the batsman has reached first base or has been put out.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings—

Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same

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city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the

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pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball, or if the bases are unoccupied, any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate shall be called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner or umpire, if the pitcher makes a balk, or if there is interference with fielder or batsman, the ball is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

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Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond

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first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first

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base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position to pitch.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

All base runners may advance three bases whenever a fielder

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stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

Should a thrown or pitched ball strike the person or clothing of an umpire on foul ground, the ball is not dead, and base runners are entitled to all the bases they can make.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter illegally bats the ball.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, on fair ground, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. If the umpire is struck by a fair hit ball before it touches a fielder, or the umpire declares the batsman or another base runner out for interference. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair

hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he at once returns and retouches it. An attempt to run to second base renders him liable to be put out.

If, while third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more

SPALDING'S OFFICIAL BASE BALL GUIDE.

than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

A force-out can be made only when a base runner legally loses the right to the base he occupies by the batsman becoming a base runner and he is thereby obliged to advance.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

When there are two umpires, the umpire behind the plate is the "Umpire-in-Chief," and the umpire on the bases the "Field Umpire." The "Umpire-in-Chief" has full charge of the game, makes all decisions on balls and strikes and decides all fair and foul hits. If a ball is hit fair, with a runner on first, he must go to third to make a possible decision; with more than one base occupied, he decides whether a runner on third base leaves the base before a fly ball is caught, and if a runner is caught between third and home, with more than one base occupied he decides on the runner nearest home plate. He, alone, can forfeit a game.

The Field Umpire makes the other decisions.

When there is but one umpire he has complete jurisdiction over everything.

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

SPALDING'S OFFICIAL BASE BALL GUIDE.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 60-77 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and see Spalding's Official Score Book for a Complete Guide on "How to Score Correctly and with Understanding.")

The National League
of Professional Base Ball Clubs
BY JAMES BUILDING, 1135 BROADWAY
New York, N. Y.

OFFICE OF THE PRESIDENT

June 1st, 1908.

I hereby certify that
Spalding's Official National
League Ball has been the
adopted and only official ball
of the National League since
1878. This ball must be used
in all Championship Games.

Harry F. Williams
Pres't National League.

The Spalding "Official National League" Ball

Has a Record Unparalleled in Base Ball
History

Adopted by the
National League
as its *Official Ball*
and used by it exclusively for 32 years

Adopted by the
Eastern League
as its *Official Ball*
and used by it exclusively for 22 years

Adopted by the
New England League
as its *Official Ball*
and used by it exclusively for 22 years

Adopted by the
New York State League
as its *Official Ball*
and used by it exclusively for 13 years

Adopted by the
California State League
as its *Official Ball*
and used by it exclusively for 10 years

Adopted by the
Indiana-Illinois-Iowa League
as its *Official Ball*
and used by it exclusively for 9 years

Adopted by the
Pacific Coast League
as its *Official Ball*
and used by it exclusively for 7 years

Adopted by the
Central League
as its *Official Ball*
and used by it exclusively for 7 years

Adopted by the
Western Association
as its *Official Ball*
and used by it exclusively for 7 years

Adopted by the
Northwestern League
as its *Official Ball*
and used by it exclusively for 6 years

Adopted by the
South Atlantic League
as its *Official Ball*
and used by it exclusively for 6 years

Adopted by the
Virginia League
as its *Official Ball*
and used by it exclusively for 6 years

Adopted by the
Ohio-Pennsylvania League
as its *Official Ball*
and used by it exclusively for 5 years

Adopted by the
Central Association
as its *Official Ball*
and used by it exclusively for 5 years

Adopted by the
Wisconsin-Illinois Association
as its *Official Ball*
and used by it exclusively for 4 years

Adopted by the
South Michigan Association
as its *Official Ball*
and used by it exclusively for 3 years

Adopted by the
Pennsylvania-West Virginia Ass'n
as its *Official Ball*
and used by it exclusively for 2 years

Adopted by the
Ohio State League
as its *Official Ball*
and used by it exclusively for 2 years

In addition to the above list, the Spalding "Official National League" Ball has been adopted for one or more years by over one hundred other Professional and Amateur Leagues. The Spalding League Ball is in universal use by all the leading college and school teams throughout the United States.

When to the above is added every foreign league on the face of the earth where Base Ball is played, including Canada, Mexico, England, Cuba, Porto Rico, Hawaii, Japan, Australia, India, the South American Republics and South Africa, some idea may be conveyed of the universal recognition accorded to the Spalding "Official National League" Ball.

The Spalding "OFFICIAL National League" Ball

Is in a class by itself. It has no rival, even in approximate excellence. It has attained a degree of perfection in manufacture where the genius of man seems unable to conceive of any design for its improvement. The Spalding Ball has reached this high stage of development from very modest beginnings. Time was when American boys had to be satisfied with a base ball composed of a slice from a rubber shoe, some yarn from their dad's woolen sock and a cover made of leather bought from the village cobbler and deftly wrapped and sewed on by their patient mother, after her day's work was done. But that time is no more; for, whatever may be true of the doughnuts and pies that "mother used to make,"—and we all remember how good they were—the home-made creations of our maternal ancestry in the base ball line had to give way when the house of A. G. Spalding & Bros. entered that field, and long ago the **Spalding "Official National League" Ball** distanced all competition in the race for popular supremacy.

The game of base ball has become our National Game because its integrity has been preserved through many years. For identically the same reason, the **Spalding "Official National League" Ball** has won its place in the high esteem of all devotees of the sport. Like the game in which it is used, its integrity is above suspicion.

It is well for the youth of America to learn the lesson that while the cheapest things are very seldom the best things, the best are always the cheapest in the end. The price of the genuine **Spalding "Official National League" Ball** is **\$1.25** each—no more and no less. The market abounds with so-called "League Balls," all listed at \$1.25 each, for the sole purpose of deceiving the purchaser and enabling the "just as good" dealer to work the discount scheme on the boy who is not posted.

This is the reason why bright boys always insist upon the Spalding Ball and decline to accept any substitute. To many parents, a ball is a ball; but to the American lad who knows, only a Spalding Ball is the genuine and Official Ball of the game, and substitution of "something equally as good" does not go with him, for he has learned that to become a good ball player and get the greatest pleasure out of the game, he must use the same ball that all the leading professional players use—and this is the **Spalding "Official National League" Ball**.



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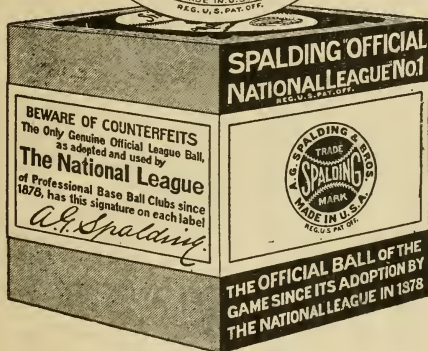
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GUARANTEES
QUALITY



Spalding "Official National League" Ball

REG. U. S. PAT. OFF.



Official Ball
of the Game
for over
Thirty Years



ADOPTED by the National League in 1878, and the only ball used in Championship games since that time. Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

No. 1. Each, \$1.25

Per Dozen, \$15.00

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Gold Medal Autograph Bats

FOR THE PAST THIRTY YEARS, or since our Base Ball Bat Factory was established, we have turned out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of the individual player, many of whom have been league record-makers. The models that have been adopted have been duplicated by us from time to time as they have required additional bats, and in hundreds of cases we have been requested to furnish to other players duplicate bats that have been made for and used by well-known players. In order to satisfy the ever-increasing demand from our customers for bats of the same models as used by the leading players, we have obtained permission from many of the leading batters of the country to include in our line of high grade bats these Gold Medal "Autograph" Bats, bearing their signature. Space will not permit a description of all the various models, but the following models have been selected as examples of what we are producing in this special "Players' Autograph" Bat Department.

— No. 100. PLAIN OIL FINISH. Each, \$1.00 —

Frank L. Chance



Autograph Model

This is a very large Bat with a fairly thick handle. Bats supplied will not weigh less than 45 nor over 48 ounces. Length about 35 inches.

Fred L. Clarke



Autograph Model

This is a large Bat, the same length as the Chance Model, with less weight but more evenly distributed, and not quite as thick handle. Bats will not weigh less than 41 nor over 44 ounces. Length about 35 inches.

Samuel E. Crawford



Autograph Model

Also a large Bat, almost the length of the Chance Model, but with much less wood, especially in the handle part of the Bat. Bats supplied will not weigh less than 41 nor over 44 ounces.

Harry Davis



Autograph Model

A well balanced small handle Bat of very popular model. Bats supplied will not weigh less than 38 nor over 41 ounces.



Roger T. Bressnahan

Autograph Model

This Bat is somewhat shorter than the Chance Model, medium thick handle and rounded end. Bats supplied will not weigh less than 41 nor over 43 ounces. Length about 32 1/2 inches.

John J. Evers

Autograph Model

A symmetrically shaped Bat, good bulk, medium thick handle. Bats supplied will not weigh less than 41 nor more than 43 ounces.

Milly J. Huggins

Autograph Model

A short Bat with a small handle, but with good bulk in the balance of the Bat. Bats supplied will not weigh less than 39 nor over 41 ounce.

Wm. H. Keeler

Autograph Model

This model and the Chance Bat touch the two extremes in models and weights used by the great majority of prominent professional players. The Keeler Model is short and has fairly thin handle. Bats supplied will not weigh less than 36 nor over 39 ounce. Length about 31 inches.

We can also supply on special orders Donlin, Stone and Oakes Models

CORRESPONDENCE—If you wish any particular model bat, and will describe the bat you require, the length, weight and full description of same, and address any of our branch stores, the matter will be taken up, with the hope of furnishing our customers with the exact model and style and weight of bat they require. This will come under our special "Players' Autograph" Bat Department. This entire department is looked after by the manager of our Professional League Base Ball Department, who is familiar with most of the types of models used by the leading players, and to whom will be referred any unusual model. At least two weeks' time is required to make bats after customer's own model.

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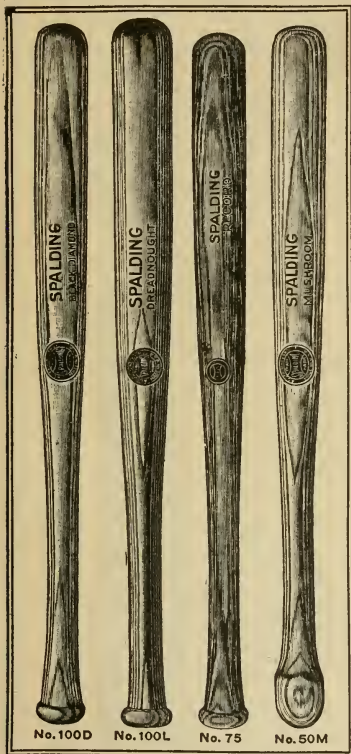
THE SPALDING



TRADE-MARK

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Spalding Trade-Mark Bats



Spalding Black Diamond Bat

This bat is of same quality as our Gold Medal Autograph Bats, and is furnished in the most popular models. The special finish which we use on this one grade is a similar preparation to that which many professional players rub on their own bats, and has a tendency to darken the color of the bat.

No. 100D. Each, \$1.00

Spalding Dreadnought Bat

Extreme Size

This bat is turned out of specially selected well seasoned ash, and in the largest size, $2\frac{3}{4}$ inches in diameter, allowed under the official playing rules; an excellent bat for preliminary swings before going to bat. In assorted lengths.

No. 100L. Plain Oil Finish. Each, \$1.00

Spalding Record Bat

Plain Oil Finish

This Spalding Record Bat is made from the most popular models, but finished in rough and ready style, with no polish—simply the plain oil finish. Packed one dozen in a crate (assorted lengths from 30 to 35 inches and weights from 36 to 42 ounces), as nearly as possible in the following proportion:

LENGTHS		WEIGHTS	
1-30 Inches	2-33 Inches	1-36 Ounces	2-39 Ounces
1-31 Inches	4-34 Inches	1-37 Ounces	4-40-41 Oz.
2-32 Inches	2-35 Inches	2-38 Ounces	2-41-42 Oz.

These lengths and weights are given approximately and as a rule the shortest lengths will be the lightest weights.

The Record Bat is especially recommended for club use, including college and school teams.

No. 75. Plain Oil Finish. Each, 75c.

Spalding Mushroom Bat

Patented August 1, 1905

The Knob Arrangement at the end of the bat enables us to get a more even distribution of weight over the whole length than is possible under the old construction, making it for certain kinds of play practically invaluable, and as an all around bat we have received many letters from prominent professional players testifying to their appreciation of the good points in its construction. Only the very best quality of air-dried timber has been used and every one is carefully tested by an expert before leaving our factory.

No. 50M. Plain Bat, Special Finish. Each, 50c.

Spalding Boys' Record Bat



No. 50B. Same finish, quality and models as the Record, but shorter lengths and proportionate weights. An absolutely first grade boys' bat. Each, 50c.

Hold your bat properly and strike the ball with the grain. Don't blame the manufacturer for a break which occurs through abuse or improper use

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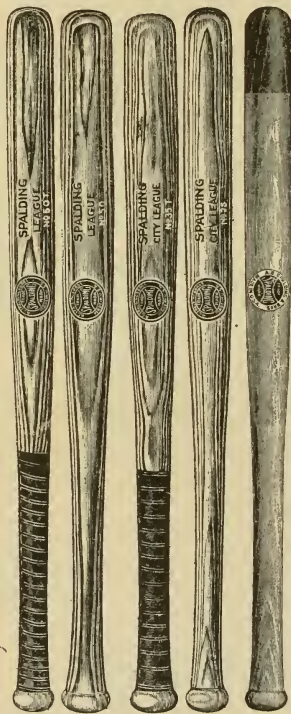
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SPALDING Trade - Mark BATS



No. 50T No. 50 No. 35T No. 25 No. 50W

SINCE 1877, when we introduced the Spalding line of Trade-Mark Bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and quality from time to time and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned in open sheds, exposed to the weather from two to three years before using, thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.

Spalding Bats are made for fair use. Strike with the grain and don't blame the manufacturer for a break which occurs otherwise.

Spalding Men's Bats

No. 50T. Taped "League" Ash Bat, tape wound handle, extra quality, special finish. Each, **50c.**

No. 50. "League" Ash Bat, plain handle. Each, **50c.**

No. 35T. Taped "City League" Bat, finest straight grained ash; tape wound handle. Each, **35c.**

No. 25. "City League" Bat, plain handle. Each, **25c.**

Special Bats for "Fungo" Hitting

No. 50W. "Willow," light weight, full size Bat, plain handle. Each, **50c.**

Spalding Boys' Bats

No. 25B. "Junior League" Bat, plain; extra quality ash, spotted burning. Ea., **25c.**

No. 25BT. Taped "Junior League" Bat, tape wound handle, special finish. **25c.**

No. 10B. "Boys' League" Bat, good quality ash, varnished. . . Each, **10c.**



No. 25B No. 25BT No. 10B

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Spalding "Professional" Catchers' Mitt

Pat. Sept. 23, 1908



No. 8-0

No. 8-0. Face of white buck, specially selected and best quality procurable. Sides and back of finest quality calfskin; hand formed patent padding of best hair felt; reinforced and laced at thumb; leather laced back; strap-and-buckle fastening. . . . Each, **\$7.00**

Spalding "International" Catchers' Mitt

Pat. Jan. 2, 1906, Sept. 23, 1908



No. 7-OR.

No. 7-OR. Made of superior quality black calfskin; patent combination molded face; leather laced back and thumb. Patent hand formed padding of best hair felt, making a perfect pocket without any breaking in; strap-and-buckle fastening. . . . Each, **\$6.00**

Spalding "Perfection" Catchers' Mitt

Pat. Jan. 2, 1906, Sept. 23, 1908



No. 7-0

No. 7-0. Made of best quality brown calfskin throughout; patent combination molded face; patent hand formed padding of best hair felt, making a perfect pocket without any breaking in; leather laced back and thumb; strap-and-buckle fastening. . . . Each, **\$6.00**

Spalding "Collegiate" Catchers' Mitt

Molded Face. Pat. Jan. 2, 1906, Sept. 23, 1908



No. 6-0

No. 6-0. Made of special olive colored leather, excellent quality, perfectly tanned to enable us to produce the necessary "pocket" with an absolutely smooth surface on face; hand formed felt padding; leather laced back and thumb; strap-and-buckle fastening. . . . Each, **\$5.00**

ALL STYLES MADE IN RIGHTS AND LEFTS

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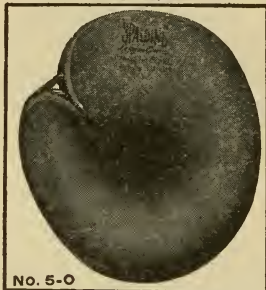


TRADE-MARK

GUARANTEES
QUALITY

Spalding Catchers' Mitts

Spalding
"League Extra" Catchers' Mitt
Pat. Sept. 29, 1909



No. 5-O

No. 5-O. Special drab tanned buck, very soft and pliable, patent hand formed felt padding; strap-and-buckle fastening at back reinforced and laced at thumb, and made with our patent laced back. Each, \$4.00

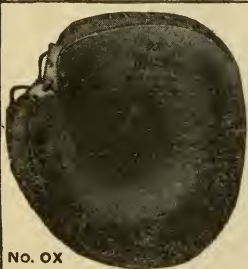
Spalding
"Interstate" Catchers' Mitt



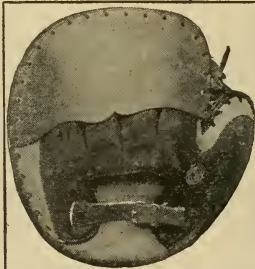
No. O

No. O. Professional size model. Face, sides and finger piece of velvet tanned brown leather; back of selected buck, well padded; strap-and-buckle fastening, reinforced and laced at thumb, patent laced back. Each, \$3.00

Spalding "Decker Patent" Catchers' Mitts



No. OX



No. 3-O

Showing Back of Nos. OX and 3-O Mitts

No. OX. Face of velvet tanned brown leather, heavy piece of sole leather on back for protection to fingers; strap-and-buckle at back, reinforced and laced at thumb; patent laced back. Each, \$3.50

No. 3-O. Good quality black calfskin, patent laced back, reinforced and laced at thumb. Strap-and-buckle fastening at back. Heavy piece of sole leather on back for extra protection to fingers. Ea., \$3.50

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TRADE-MARK

GUARANTEES
QUALITY



NO. 0R

**Spalding "Decker Patent"
Catchers' Mitt**

Black leather; heavy sole leather finger protector on back; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 0R. Each, \$2.50



NO. 0A

**Spalding
"Inter-City" Catchers' Mitt**

Face of brown velvet tanned leather; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 0A. Each, \$2.50



NO. 1R

**Spalding
"Semi-Pro" Catchers' Mitt**

Black leather; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1R. Each, \$2.00

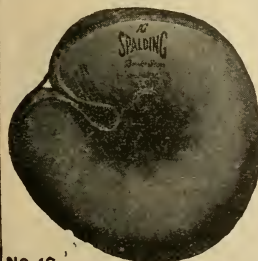


NO. 1S

**Spalding
"Athletic" Catchers' Mitt**

Face of smoked horsehide; correctly padded, reinforced and laced at thumb; patent laced back; strap-and-buckle fastening.

No. 1S. Each, \$2.00



NO. 1C

**Spalding
"Back-Stop" Catchers' Mitt**

Good quality special tanned buff colored leather face; correctly padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1C. Each, \$1.50



NO. 1D

**Spalding
"Champion" Catchers' Mitt**

Black face with special buff leather reinforcement on palm; strap-and-buckle fastening; reinforced and laced at thumb.

No. 1D. Each, \$1.25

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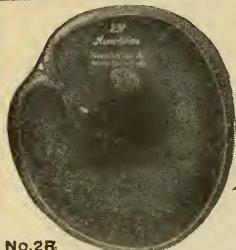
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No. 2R

Spalding "Association" Mitt

Strap-and-buckle Fastening

No. 2R. Men's size. Special black smooth tanned leather face, back and finger-piece; correctly padded; reinforced and laced at thumb. Ea., \$1.00



No. 2C

Spalding "Foul Tip" Mitt

Ball Laced Back. Strap-and-buckle Fastening

No. 2C. Men's size. Oak tanned leather face, correctly padded; reinforced and laced at thumb; back made in popular half laced style. Each, \$1.00



No. 2A

Spalding "Club" Mitt

Patent Laced Back. Strap-and-buckle Fastening

No. 2A. Men's size. White buckram face, back and finger-piece; tough and durable; padded to form perfect pocket; reinforced, laced at thumb. Ea., \$1.00



No. 2B

Spalding "Youths' League" Mitt

Patent Laced Back

No. 2B. Youths' full size. Pearl colored, special smooth tanned leather face, correctly padded; strap-and-buckle fastening. Each, \$1.00

Spalding "Interscholastic" Mitt

No. 3R. Large size. Good quality black smooth leather throughout; reinforced and laced at thumb. Each, 75c.

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No. 3R



No. 4

Spalding "Public School" Mitt

No. 4. Large size. Improved style. Face and back special tanned buck; extra heavily padded; reinforced and laced at thumb. Each, 50c.



No. 4R

Spalding "Boys' Amateur" Mitt

No. 4R. Junior size; black smooth leather face and back; white leather side strip; well padded; reinforced and laced at thumb. Each, 50c.



No. 5

Spalding "Boys' Delight" Mitt

No. 5. Improved style. Face and back made of special tanned buck; laced thumb; well padded. Each, 25c.

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Spalding "League Special"

Basemen's Mitts

Spalding "League Special"
No. AX Basemen's Mitt



No. AX

Special professional model. Made of absolutely finest quality white tanned buckskin, face, back and lining; leather lacing all around; strap-and-buckle fastening.

No. AX. Each, \$4.00

Spalding "League Special"
No. BXR Basemen's Mitt



No. BXR

Made of specially selected finest quality black calfskin, face, back and lining; leather lacing all around; strap-and-buckle fastening.

No. BXR. Each, \$4.00

Spalding "League Special"
No. BX Basemen's Mitt

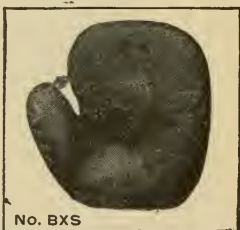


No. BX

Made of fine selected and specially tanned brown calfskin, face, back and lining; strap-and-buckle fastening; leather lacing all around; double row of stitching on heel pad.

No. BX. Each, \$4.00

Spalding "League Special"
No. BXS Basemen's Mitt



No. BXS

Special professional model. Made of finest selected brown calfskin, face, back and lining; leather lacing all around; strap-and-buckle fastening.

No. BXS. Each, \$4.00

It is in the Spalding Basemen's Mitts that the full advantages of the special "molded face" feature can be seen and appreciated. These mitts, which from the very moment they are put into play should adapt themselves to the conformation of the hand, cannot be simply slapped together without regard to shape. The leather in the face must first of all be most carefully selected, and only the very best portions picked out for the peculiar stretching and molding process which goes so far towards making Spalding Basemen's Mitts the perfect articles they are. Then the padding must be shaped properly by hand to form the necessary "pocket" and after that the other special features, only found in our goods, must be added, in order to make them worthy to bear the Spalding Trade-Mark.

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Spalding Basemen's Mitts

**Spalding "Professional"
Basemen's Mitt**

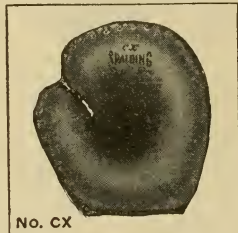


NO. CO

Made of very durable olive calfskin, face, back and lining. Correctly padded and leather laced all around and at thumb. Strap-and-buckle fastening.

No. CO. Each, **\$3.00**

**Spalding "Semi-Pro"
Basemen's Mitt**



NO. CX

Face of specially tanned slate-color leather, back of firm tanned brown leather, laced all around and at thumb; extra well padded at wrist and thumb. Strap-and-buckle fastening.

No. CX. Each, **\$2.50**

**Spalding "Amateur"
Basemen's Mitt (Black)**

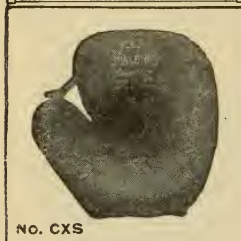


NO. CXR

Made with black calfskin face, black leather back and lining. Properly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXR. Each, **\$2.00**

**Spalding "Amateur"
Basemen's Mitt**



NO. CXS

Brown buck leather face, special tanned leather back and lining. Correctly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXS. Each, **\$2.00**

**Spalding "Double Play"
Basemen's Mitt**



NO. DX

Men's size. Made of oak tanned specially selected leather, laced all around and at thumb. Strap-and-buckle fastening. Very easy fitting and nicely padded mitt.

No. DX. Each, **\$1.50**

**Spalding "League Jr."
Basemen's Mitt**



NO. EX

Made of good quality black smooth leather, laced all around and at thumb. Suitably padded and will give very good service. Strap-and-buckle fastening.

No. EX. Each, **\$1.00**

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Spalding Fielders' Mitts



No. 1F

Spalding "League Extra" Pitchers' and Basemen's Mitt

Made especially for Pitchers, and a very satisfactory style also for Basemen; in fact, this is the nearest approach to an all around base ball mitt that has ever been put out. Made with face of special quality white buck, and the balance of mitt with special brown calfskin. Correctly padded and without hump. Laced all around and at thumb. Strap-and-buckle fastening.



No. 1F. Each, \$3.50

Spalding "League Special" Fielders' Mitts



No. 2F

The easiest, most pliable and best made fielders' mitt ever made. Molded brown calfskin face; extra full thumb, laced; leather lined. Strap-and-buckle fastening.

No. 2F. Each, \$3.00



No. 3F

This mitt is made of specially tanned black calfskin; padded with best felt; reinforced and laced at thumb; leather lined. Strap-and-buckle fastening.

No. 3F. Each, \$3.00



No. 4F

Made of the very best and softest white tanned buckskin; the thumb and at wrist is extra well padded; laced thumb; leather lined. Strap-and-buckle fastening.

No. 4F. Each, \$3.00

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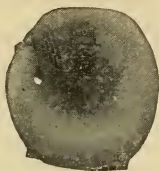


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Spalding Fielders' Mitts

Spalding "Professional"
Fielders' Mitt

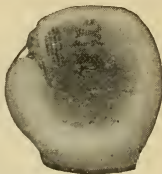


No. 5 F

Style much improved; made of specially tanned drab leather, well padded with fine felt; leather lined and carefully sewed and finished; laced thumb. Strap-and-buckle fastening.

No. 5F. Each, \$2.00

Spalding "Semi-Pro"
Fielders' Mitt



No. 6 F

Face made of white tanned buckskin, brown leather back; leather lined; laced thumb. Constructed throughout in a most substantial manner. Strap-and-buckle fastening.

No. 6F. Each, \$1.50

Spalding "Amateur"
Fielders' Mitt

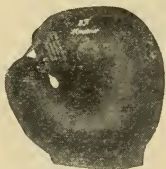


No. 7 F

Face of a good quality pearl colored leather, with olive leather back, well padded and leather lined; reinforced and laced at thumb. Strap-and-buckle fastening.

No. 7F. Each, \$1.00

Spalding "Amateur"
Fielders' Mitt (Black)



No. 8 F

Good quality black tanned smooth leather, well padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening.

No. 8F. Each, \$1.00

Spalding "League Jr."
Fielders' Mitt



No. 9 F

Very popular boys' mitt. Made of oak tanned smooth leather, well padded; reinforced and laced at thumb.

No 9F Each, 50c.

Spalding "Boys'
Favorite" Fielders' Mitt



No. 10 F

Made of special tanned white leather, is well padded and substantially made; laced at thumb.

No. 10F Each, 25c.

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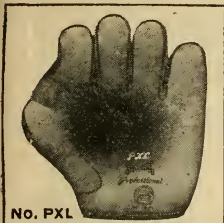
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GUARANTEES
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**Spalding "Professional"
Infielders' Glove**
(FULL LEATHER LINED)



NO. PXL

Made on lines suggested by prominent professional players. Buckskin used in its construction is the finest obtainable. Heavily padded around edges and little finger. Made extra long to protect the wrist. Leather lined throughout.
No. PXL. Each, \$3.50

**Spalding "League Special"
Infielders' Glove**
(FULL LEATHER LINED)

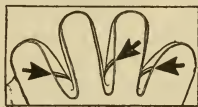


NO.
XL

Made throughout of specially tanned calfskin. Padded with best quality felt. Made extra long to protect wrist. Highest quality workmanship throughout. Leather lined throughout.
No. XL. Each, \$3.00

**Spalding
Infielders'
Gloves**

All the gloves described below are made regularly with Web of leather between Thumb and First Finger, which can be cut out very easily if not required.



ILLUSTRATING DIVERTED SEAMS

All Spalding Infielders' Gloves are made with our patented diverted seam between fingers, adding considerably to the durability of the gloves.
Patented Mar. 10, 1908

**Spalding "Professional"
Infielders' Glove**

(NOT LEATHER LINED)

Same glove in every particular as No. PXL, except not leather lined.

No. PX. Each, \$3.00

**Spalding "League Extra"
Infielders' Glove**

(NOT LEATHER LINED)

Same glove in every particular as No. RXL, except not leather lined.

No. RX. Each, \$3.00

**Spalding "League Extra"
Infielders' Glove**
(FULL LEATHER LINED)

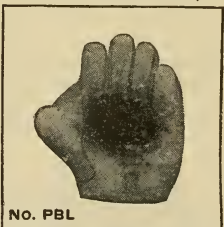


NO. RXL

Finest quality black calf. Made on professional model. Quality of material and workmanship, also general design similar to No. PXL. An absolutely highest quality infielders' glove. Leather lined throughout.

No. RXL. Each, \$3.50

**Spalding "Professional Jr."
Infielders' Glove**
(FULL LEATHER LINED)



NO. PBL

Our best youths' glove, professional style. Made throughout of selected velvet tanned buckskin. Quality of material, workmanship and style same as No. PXL best men's glove; an article of particular merit. Leather lined throughout.

No. PBL. Each, \$2.50

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Spalding Infielders' Gloves

All the Gloves described below are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

Spalding "Intercollegiate" Infielders' Glove

Full Leather Lined



No. 2X

Improved style, extra long pattern, with minimum amount of padding. The style used by the most successful players. Selected velvet tanned buckskin; welted seams.

Leather lined throughout.

No. 2X. Each, \$2.50

Spalding "Inter-City" Infielders' Glove

Full Leather Lined



No. 2XR

This is a professional style glove, made with specially padded little finger, and extra large thumb; welted seams. Made of good quality black calf. Leather lined throughout.

No. 2XR. Each, \$2.50

Spalding "International" Infielders' Glove

Full Leather Lined



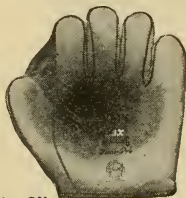
No. 2Y

Made of special quality smoked horse hide; professional style, with specially padded little finger and extra large thumb; welted seams. A very practical glove.

Leather lined throughout.

No. 2Y. Each, \$2.50

Spalding "Semi-Pro" Infielders' Glove



No. 3X

Made of good quality gray buck tanned leather. This is a large model. Correctly padded and very popular. Welted seams.

No. 3X. Each, \$2.00

Spalding "Association" Infielders' Glove

Full Leather Lined



No. 4X

Good quality olive tanned leather, nicely padded and leather lined throughout, with inside hump; welted seams. Very good value

No. 4X. Each, \$2.00

Spalding "Amateur" Infielders' Glove



No. 3XR

Good quality black tanned leather, correctly padded and extra large thumb; welted seams. Well made throughout.

No. 3XR. Each, \$2.00

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Spalding Infielders' Gloves

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All Spalding Infielders' Gloves are made with our patented diverted seam between fingers, adding considerably to the durability of the gloves.

Patented Mar. 10, 1908

**SPALDING
"Match"
Infielders' Glove**



No. 11

No. 11. Full size professional style glove; made throughout of special tanned buff colored leather, welted seams; correctly padded.

Each, \$1.50

**SPALDING
"Club Special"
Infielders' Glove**
Leather Lined



No. XL

No. XL. Made of special white tanned leather, correctly padded on professional model; welted seams; leather lined.

Each, \$1.50

**SPALDING
"Champion"
Infielders' Glove**



No. XR

No. XR. Full size black leather glove; professional model; properly padded; welted seams. A very popular glove.

Each, \$1.50

**SPALDING
"Practice"
Infielders' Glove**



No. XS

No. XS. Men's size glove. Made of good quality white velvet tanned leather; well finished; welted seams; inside hump.

Each, \$1.25

**SPALDING
"Regulation"
Infielders' Glove**
Leather Lined



No. 15

No. 15. Men's size glove. Brown tanned leather, correctly padded and well made; palm-leather lined. Each, \$1.00

**SPALDING
"Regulation"
Infielders' Glove**
Leather Lined



No. 15R

No. 15R. Men's size. Made of good quality black tanned leather, padded, with inside hump; palm-leather lined. Each \$1.00

**SPALDING
"Interscholastic"
Infielders' Glove**



No. 13

No. 13. Men's size glove. Made of special white tanned leather; welted seams, correctly padded and very durable. Each, \$1.00

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SPALDING INFIELDER'S GLOVES

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All Spalding Infielders' Gloves are made with our patented diverted seam between fingers, adding considerably to the durability of the gloves. Pat. Mar. 10, 1908

Spalding "Boys' Special" Infielders' Glove

Full Leather Lined

Boys' professional style; good quality special tanned white leather, welted seams; leather lined throughout.

No. XB. Each, \$1.00

Spalding "Public School" Infielders' Glove

Leather Lined

Full size glove, white tanned leather, correctly padded; inside hump; palm leather lined.
No. 12. Each, 75c.

Spalding "League Jr." Infielders' Glove

Leather Lined



Men's size. Black smooth tanned leather, lightly padded, but extra long; palm leather lined.
No. 12R. Each, 75c.

Spalding "Junior" Infielders' Glove

Leather Lined



Full size, craven tanned leather, lightly padded, but extra long; palm leather lined.
No. 16. Each, 50c.

Spalding "Youths'" Infielders' Glove



Good size, special brown smooth tanned leather, nicely padded, and inside hump.
No. 17. Each, 50c.

Spalding "Boys' Amateur" Infielders' Glove

Leather Lined



Youths' professional style. Special tanned white leather, correctly padded, and inside hump; palm leather lined.
No. 14. Each, 50c.

Spalding "Boys' Own" Infielders' Glove

Leather Lined



Made of oak tanned leather, correctly padded; palm leather lined.
No. 18. Each, 25c.

Spalding "Boys' Favorite" Infielders' Glove

Leather Lined



Special tanned white leather, lightly padded and has inside hump; palm leather lined.
No. 19. Each, 25c.

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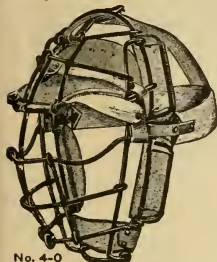


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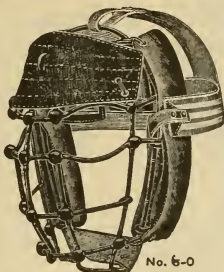
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Spalding Base Ball Masks

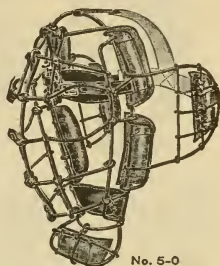
Safest and
Best



No. 4-0



No. 6-0



No. 5-0

Spalding "Sun Protecting" Mask

No. 4-0. Equipped with patent molded leather sun-shade, protecting the eyes without obstructing the view. Made throughout of the finest steel wire, extra heavy black finish. Fitted with molded leather chin-strap, improved design; hair-filled pads, including forehead pad and special elastic head-band. Each, \$4.00

Spalding "Special Soldered" Mask

No. 6-0. Each crossing of the wires very heavily soldered. Extra heavy wire frame, black finish; continuous padding on sides, special forehead pad and molded leather chin-piece; special elastic head-band and detachable cloth sun-shade. Each, \$4.00

Spalding Umpires' Mask

No. 5-0. For umpires. Equipped with neck protecting attachment and also a special ear protection, nicely padded, making it the safest and most convenient style to use. Each, \$5.00

Spalding "Neck Protecting" Mask

No. 3-0. The neck protecting arrangement is made so as not to interfere in the slightest with free movements while at the same time it affords absolute protection to the neck. Finest steel wire, extra heavy and black finish to prevent reflection of light. Comfortable hair-filled pads of improved design, including forehead pad and special elastic head-strap. Each, \$3.50

Spalding "National Association" Mask

No. 2-0. Extra heavy best black annealed steel wire. Hair-filled padding of improved design, including forehead pad, and molded leather chin-strap, special elastic head band. Each, \$2.50

Spalding "Semi-Pro" League Mask

No. 0-P. Extra heavy best black annealed steel wire. Special continuous side pads, leather covered, hair-filled, special forehead pad; molded leather chin-strap; elastic head-band. Each, \$2.50

Spalding "Regulation League" Catchers' Masks

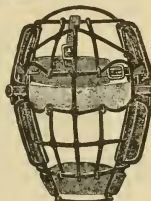
No. 0-X. Men's size; heavy soft annealed steel wire, finished in black. Improved leather covered pads, including forehead pad and molded leather chin-strap. Each, \$2.00

No. 0XB. Best grade youths' size mask, heavy black finished soft annealed steel wire, and similar in quality throughout to our 0X, but smaller in size. Each, \$1.75

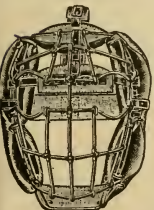
No. 0. Men's size; heavy annealed steel wire, bright finish. Leather pads, including forehead pad and molded leather chin-strap. Each, \$1.50



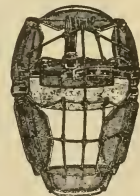
No. 3-0



No. 2-0



No. 0-P



No. 0X



No. 0XB



No. 0

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Spalding "Amateur" Masks



No. A



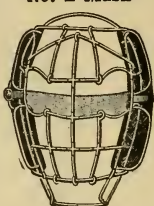
No. B

No. A. Men's size, black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. Each, \$1.00

Spalding "Boys' Amateur" No. B Mask

No. B. Youths' size, black enameled steel wire, and similar in quality throughout to No. A, but smaller in size. Each, \$1.00

Spalding "Regulation" No. L Mask



No. L

No. L. Bright wire. Men's size; same style as our Amateur Mask, but without head or chin-piece. Leather covered pads. Each, 75c.

Spalding "Youths'" Masks



No. C



No. D

No. C. Bright wire, leather covered pads with wide elastic head-strap, leather strap-and-buckle. Each, 50c.

No. D. Bright wire. Slightly smaller in size than No. C. A substantial mask for boys. Each, 25c.

Spalding Inflated Body Protectors

We were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved styles listed below with the addition of a special break at the bottom which makes them more pliable and convenient. Made of best rubber, covered with special fabric, inflated with air. When not in use can be rolled into a very small package after air is let out.

No. 4-0. Special Professional League Protector. Special extra strong white covering, with bound edges. Inflated. Full size. Used by practically all of the catchers in the National, American and other professional leagues: \$10.00

No. 3-0. Intercollegiate Protector. Covering of special imported material. Inflated. Full size. Each, \$9.00

No. 2-0. Minor League Protector. Covering of very durable material and made in the best possible manner. Inflated. Full size. Each, \$7.50

No. 0. City League Protector. Slightly narrower model than No 2-0. Covering of very durable material. Inflated. Each, \$5.00

No. 1. Amateur Catchers' Protector. Same size as No. 0. Brown, special quality covering. Inflated. Each, \$4.00

No. M. Interscholastic Catchers' Protector; very well made. Inflated. Each, \$3.50

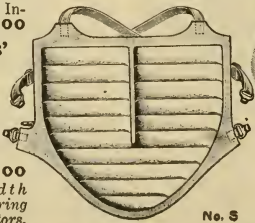
No. 2. Youths' Catchers' Protector; good size. Inflated. Each, \$3.00

Spalding Umpires' Body Protectors

No. L. Inflated; large size, best quality. Each, \$10.00

No. S. Inflated; special design, best quality. Each, \$10.00

Give length and width required when ordering umpires' body protectors.



No. S

Spalding Leg Guards for Base Ball Catchers

As supplied to Roger Bresnahan, manager-catcher of St. Louis National League Club, and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from sharp spikes. Covered with special quality white buck dressed leather.

No. 33. Spalding Catchers' Leg Guards.

Pair, \$6.00



ROGER BRESNAHAN
WEARING SPALDING LEG GUARDS



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SPALDING BAT AND UNIFORM BAGS

Spalding Bat Bags



reinforced at ends; holds 12 bats.

No. 3. Same as above; to hold 6 bats.

No. 2. Heavy waterproof canvas, leather re-
Each, **\$3.50**
No. 3. Same as above; to hold 6 bats. **2.00**

Individual Bat Bags



No. 01. Sole Leather Bat Bag, for two bats; used by all league players. Each, **\$4.00**

No. 02. Heavy waterproof canvas; leather cap at both ends. Each, **\$1.50**

No. 03. Heavy canvas; leather cap at one end. **1.00**

Spalding Special



Club Bat Bag

Made of heavy canvas with strong reinforcing straps running lengthwise and heavy leather ends. A very well made bag throughout. Holds 26 to 30 bats.

No. 8. Spalding Special Club Bat Bag. **\$12.00**



Spalding Pitchers' Box Plates

No. 3. Made in accordance with National League regulations and of extra quality white rubber. Complete with pins. Each, **\$7.50**



Spalding Rubber Home Plates

No. 1. In accordance with National League regulations. Extra quality white rubber. Complete with pins. **\$10.00**



Composition Home Plate

No. C. Very durable in quality; regulation size and shape. Complete with pins. Each, **\$5.00**

Spalding Foul Flags Made of bunting, 18x24 inches; any color; one letter stitched on each side. Complete with 7-foot spear-head staff. Ea., **\$1.50**

Spalding Uniform Bags

A convenient roll for packing uniforms in a manner which will not wrinkle and soil them. Substantially made and has separate compartments for shoes, etc.



No. 2. Bag leather; well made. Each, **\$6.00**

No. 1. Best heavy canvas; leather leather shawl strap and handle. Each, **\$3.00**

No. 6. Brown canvas roll; leather handle. Each, **\$1.50**

Each, **\$6.00**

Each, **\$3.00**

Each, **\$1.50**



No. 5. Combined Uniform and Bat Bag. Each, **\$4.00**

Style similar to regular uniform bags, but furnished with extra compartment to carry one bat. Best canvas. Each, **\$4.00**

No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. **\$2.50**



Lettering on any of above bags extra. Prices on Application.

Spalding League Club Bat Bag

For league clubs particularly; a special bag of extra heavy sole leather, riveted, reinforced leather ends; fastened with three heavy brass harness buckles, one with lock to secure while traveling. Extra heavy leather handle at each end for carrying; 14 inches in diameter; will hold three dozen full size bats. Just the thing for clubs with schedules requiring any amount of traveling. No. 7. Spalding League Club Bat Bag. **\$30.00**

Spalding Base Ball Bases

Complete with straps and spikes

No. 0. League Club Bases, filled, extra quality canvas; quilted. Set of 3, **\$6.00**

No. 1. Canvas, Bases, filled, well made; not quilted. Set of 3, **\$5.00**



No. 2. Canvas; filled, ordinary quality. Set of 3, **\$3.50**

No. 4. Unfilled Canvas Bases, laced so that they may be filled with sand or other material. Complete with canvas straps. Set of 3, **\$1.00**



Extra Straps and Spikes

Straps for Nos. 0 and 1 Bases. Ea., **50c.**

Straps for No. 2 Bases. " **40c.**

Spikes for Nos. 0 and 1 Bases. " **10c.**

Spikes for No. 2 Bases. " **5c.**

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Why Spalding Uniforms are Best

Because they are actually cut from measurements in the same manner as high class custom clothing, after making allowances necessary in an athletic outfit, and are not cut after block patterns simply to lessen manufacturing cost.

Because we make them ourselves in our own well ventilated and sanitary factories, the goods never leaving our own establishment from the time it comes in from the mill in a piece until it goes out a finished garment ready for the Base Ball Player to put on.

THE INTERSCHOLASTIC UNIFORM No. 2

Colors: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal

Made of same grade of material as our higher priced uniforms, but of lighter weight. This is one of our most popular suits and will give the best of satisfaction. Can usually be worn two seasons.

INTERSCHOLASTIC UNIFORM No. 2. Complete, \$9.00
Net price to clubs ordering for *Entire Team*, Suit, **\$7.50**

Interscholastic Shirt, any style
Interscholastic Pants, any style
Interscholastic Cap, any style
Interscholastic Web Belt, No. 47; or, Solid Leather Belt, No. 725; Tan, Orange or Black.
Interscholastic Stockings, No. 2R.

No. 2RC Striped Stockings in stock colors furnished at No Extra Charge if desired.
Special Colors Extra, 25c. per pair.

We have on hand a special flannel, *Royal Purple*, dyed particularly for teams connected with the *Order of Elks*. While we do not recommend that this be made up solid color in suits, still it makes a beautiful combination as trimming on white flannel, and we are making these uniforms now in that way in Nos. 0, 1 and 2 qualities only.

THE MINOR LEAGUE UNIFORM No. M

Colors: Navy Blue, Blue Gray, Dark Gray, Brown Gray, and White

We have supplied this uniform in the past to some of the more prominent of the Minor League teams on special order, and it has proven so popular and satisfactory that we have decided to add it to our regular line. Well made of very durable material.

MINOR LEAGUE UNIFORM No. M. Complete, \$9.00
Net price to clubs ordering for *Entire Team*, Suit, **\$7.50**

Minor League Shirt, any style
Minor League Pants, any style
Minor League Cap, plain, any style
Minor League Web Belt, No. 23; or Solid Leather Belt, No. 800; Tan or Black.
Minor League Stockings No. 1R.

No. 1RC Striped Stockings in stock colors furnished at No Extra Charge if desired.
Special Colors Extra, 25c. per pair.



HUGH JENNINGS,
Manager of Detroit American
League Team, Winners of the
American League Pennant.
Outfitted Completely by
A. G. SPALDING & BROS.

No extra charge for lettering
shirts with name of club nor
for detachable sleeves. Extra
charge for all lettering on
caps.



No extra charge for lettering
shirts with name of club nor
for detachable sleeves. Extra
charge for all lettering on
caps.

Shirts in this Uniform will
be supplied in lighter
weight material, but of
same quality as pants,
but both will be furnished
in same weight if desired

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The Leading Batters
of the National and
American Leagues
shaking hands at the
World's Series, 1909.
Both the Pittsburgh
and Detroit teams
outfitted complete by
A. G. Spalding & Bros

TY COBB

HANS WAGNER

SPALDING Base Ball Uniforms

Spalding Uniforms for Amateur and Semi-Professional Base Ball clubs are made in the same careful manner and under exactly the same perfect conditions as the outfits we supply to the professional League Teams; in fact, the Amateur Team secures the benefit of the many special features that we develop from time to time through constant association with the principal league players, little items of construction that do not occur to the ordinary manufacturer, but which make all the difference in the world when it comes to actually wearing the uniforms for ball playing, we incorporate in our Uniforms, without extra charge. The amateur clubs buying Spalding Uniforms get the style, fit and finish of the League outfits, but at prices well within their means.

THE CITY LEAGUE UNIFORM No. P

Good quality. In neat and attractive checks, plaids and stripes, also in plain White. Finished like our best quality.

CITY LEAGUE UNIFORM No. P. Complete, \$7.50
Net price to clubs ordering for *Entire Team*. Suit, **\$6.00**

The City League Shirt, any style
The City League Pants, any style
The City League Cap, any style
The City League Web Belt No. 23; or, Solid
Leather Belt No. 800; Tan or Black.
The City League Stockings, No. 3R.
No. 3RC Striped Stockings in stock colors furnished at No Extra Charge if desired.

Special Colors Extra, 25c. per pair.

THE CLUB SPECIAL UNIFORM No. 3

Made of good quality flannel in a variety of very desirable patterns. Well finished and a most excellent outfit for amateur clubs.

CLUB SPECIAL UNIFORM No. 3. Complete, \$6.00
Net price to clubs ordering for *Entire Team*. Suit, **\$5.00**

The Club Special Shirt, any style
The Club Special Pants, any style
The Club Special Cap, any style
The Club Special Web Belt No. 23; or, Solid
Leather Belt No. 754; Tan, Orange or Black.
Club Special Stockings, No. 3R.
No. 3RC Striped Stockings in stock colors furnished at No Extra Charge if desired.

Special Colors Extra, 25c. per pair.

THE AMATEUR SPECIAL UNIFORM No. 4

Made of good quality cloth, and compares favorably with uniforms of other makers quoted at a much higher price. Very popular with the younger base ball players.

AMATEUR SPECIAL UNIFORM No. 4. Com., \$5.00
Net price to clubs ordering for *Entire Team*. Suit, **\$4.00**

Amateur Special Shirt, regular style collar only,
but either button front or lace
Amateur Special Pants, padded
Amateur Special Cap, any style
Amateur Special Web Belt No. 4; or, Solid Leather Belt No. 754; Tan or Orange.
Amateur Special Stockings No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

Colors: White with Blue Check, Brownish Blue Shadow Plaid, Grayish Brown with Blue Stripes, Bluish Gray, Light Blue Plaid, and Brown Stripes, and White

No extra charge for lettering shirts with name of club nor for detachable sleeves. Extra charge for all lettering on caps.

Colors: White, Blue Gray, Brown Gray, Dark Gray, Maroon, Navy, Green, and Black

No extra charge for lettering shirts with name of club nor for detachable sleeves. Extra charge for all lettering on caps.

Colors: White, Light Gray, Blue Gray, Brown Gray, Maroon, Navy Blue, Green, and Black

No extra charge for lettering shirts with name of club nor for detachable sleeves. Extra charge for all lettering on caps.

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Spalding Junior and Youths' Uniforms

We make a specialty of our Junior and Youths' Uniforms to illustrate to the young player in a practical manner just what we mean by our claims of superiority in uniform manufacture. We use plenty of material in every article—nothing is skimmed; the sewing and finishing is carefully done, and the uniforms not only look well, but they feel comfortable when put on and they give good service even under the roughest kind of usage.

THE SPALDING JUNIOR UNIFORM No. 5

Colors: Gray, Cardinal, Navy Blue, Blue Gray, Brown-Mixed, and White

This uniform is made expressly for clubs composed of boys and youths, and will stand the hardest kind of wear.

SPALDING JUNIOR UNIFORM No. 5. Complete, \$4.00
Net price to clubs ordering nine or more uniforms. Suit, **\$3.00**

Spalding Junior Shirt, style A only

Spalding Junior Pants, padded

Spalding Junior Web Belt, No. 4

Spalding Junior Cap, any style

Spalding Junior Stockings, No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

THE SPALDING YOUTH'S UNIFORM No. 6

SPALDING YOUTHS' UNIFORM No. 6. Complete, **\$1.00**

Very well made of good quality Gray material.

Spalding Youths' Shirt, style A, untrimmed, button front; with one felt letter only

Spalding Youths' Pants, padded only.

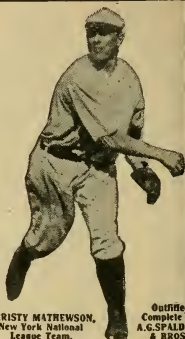
Spalding Youths' Cap, styles 21 and 15.

Spalding Youths' Web Belt, No. 5.

Spalding Youths' Stockings, No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only:
SPECIAL NOTICE—Where No. 6 Uniforms are ordered WITHOUT Stockings we supply the Shirts with either Solid Blue or Red Collars, and with Half Sleeves trimmed at bottom at same price as

for regular equipment described above.



CHRISTY MATHEWSON,
New York National
League Team.

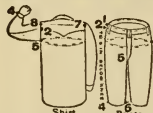
Outfitted
Complete by
A. G. SPALDING
& BROS.

No extra charge for lettering shirts with name of club nor for detachable sleeves. Extra charge for all lettering on caps.

No larger sizes than 30-inch waist and 34-inch chest furnished in this uniform. Extra charge for all lettering on caps.

How to Order Base Ball Uniforms

If in a hurry for uniforms and no measurement blanks on hand, follow the instructions given below, give us an idea of color desired and we will use our judgment in getting up same. Sample of flannels and special measurement blanks mailed to clubs and others interested on application.



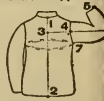
Shirt

Pants

To Measure for Shirt. State size of collar. Length of sleeve from shoulder to wrist with arm raised and bent, see diagram (2 to 4). Around chest (5-5). Yoke 7 to 8.

To Measure for Pants. Around waist (1-1). Out-seam from waist-band to 8 inches below knee (2 to 4). In-seam from crotch to 8 inches below knee (5 to 6). Around hips (7-7).

To Measure for Sack Coat. Length (1 to 2), length desired. Chest (7 to 7) under arms, around chest. Sleeves, from center of back (3) to shoulder (4) and to wrist (5) with the arm raised and bent, as shown in diagram.



Sack Coat

Send us by _____ Express, C. O. D., to _____ (Enclose 25 Per Cent. of amount with order)
City _____ County _____ State _____ Wanted for Game, Date _____
Quality of Uniform _____ Color _____ Style of Shirt, Lace or Button _____ SHIRT—State whether Full Length, Elbow
Detachable Sleeves _____ PANTS—Elastic or Tape Bottoms _____ Padding or not _____ Style _____
Cap _____ On No. 5 Caps state color of bands _____ Belts, Leather or Web _____ Color _____ Color of Stockings _____

NAMES	SHIRTS				PANTS				Cap Size	Belts	Hose	Shoes	REMARKS
	Collar	Sleeves 2 to 4	Chest 3-5	Yoke 7 to 8	Around Waist 1-1	Out-seam 2 to 4	In-seam 5 to 6	Around Hips 7-7					

Use this form in absence of special measurement blanks. Cut out above, paste at top of sheet of paper and enter and measure each separately as indicated by numbers given and shown in diagrams.

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Spalding Base Ball Shoe

Why Spalding Shoes are Best

athlete's shoe to make it right. In addition to this, we use light weight leather, specially tanned, give it the additional strength so necessary in an athletic shoe. Furthermore, when we say a shoe "bench made," it is really made throughout by hand by a shoemaker working at a bench in our factory. The plates on all of our shoes are put on carefully by hand.



No. 2-O

No. 30-S

No. F.W

SPECIAL NOTICE—With Base Ball Shoes that are being used continuously or fairly often, application of neats-foot oil or some good fish oil should be applied to the uppers once every week or two weeks in order to keep them in a nice soft condition. This will also increase the wear of the shoes, as the perspiration from the foot has a tendency to deteriorate the quality of the leather.

Spalding Highest Quality Base Ball Shoe

Hand made throughout and of specially selected kangaroo leather. No pains or expense has been spared in making this shoe not only the very highest in quality, but perfect in every other detail. The plates are of the finest hand-forged razor steel and are firmly riveted to heel and sole.

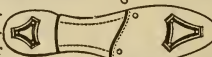
No. 2-O. Pair, \$7.00



Spalding Sprinting Base Ball Shoe

Made of selected kangaroo leather and built on our famous running shoe last. This shoe is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. 30-S. Pair, \$7.00



Showing Sole of Nos. 30-S and F-W Shoes

Spalding "Featherweight" Base Ball Shoe

The Lightest Base Ball Shoe ever made

Size of Shoe—5 6 7 8

Weight (oz.) 18 18½ 19 20

Owing to the lightness and fineness of its construction, it is suitable for the exacting demands of the fastest players, but as a light weight durable shoe for general use or for the ordinary player, we recommend our No. 30-S, which will give better wearing service. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. F.W. Pair, \$7.00

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No. 0



No. 35



No. 37

Spalding Club Special

Carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole.

No. 0. Per pair, **\$5.00**

Spalding Amateur Special

Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

No. 35. Per pair, **\$3.50**

Spalding Junior

A leather shoe, made on regular base ball shoe last. Plates riveted to heel and sole. An excellent shoe for the money, but **not Guaranteed.**

No. 37. Per pair, **\$2.50**

Juvenile Base Ball Shoes

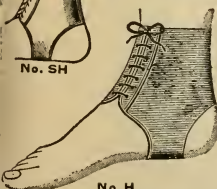
These shoes are made on special boys' size lasts which we have had made similar to those that we use in our regular men's shoes. The shoes are made in the Spalding Factory and in exactly the same careful manner as our regular line of men's shoes. Good quality material throughout and steel plates.

No. 38. Furnished in boys' sizes, 12 to 5 inclusive only. Pair, **\$2.00**



No. SH

Patented July 14, 1908
No. 892064



No. H

The Spalding Improved Ankle Supporter

Improved on original Hackey patent, of which A. G. Spalding & Bros. were the sole licensees.

Worn over or under stocking and support the ankle admirably, while not interfering in any way with free movements. Relieve pain immediately and cure a sprain in a remarkably short time.

In ordering, give size of shoe worn.

No. H. Made of soft tanned leather, best quality. There is no seam in the back of this supporter, and the leather is specially shaped to fit back of foot snugly over heel.

Pair, **\$1.00**

No. SH. Good quality sheepskin, well made.

" **.50**

No. CH. Black duck, lined and bound.

" **.25**

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?

Do You Know

?

- What team has won the American League championship the greatest number of times?
- What team has been a successive three-time winner of the American Association pennant?
- What are the only cases on record of a team playing three games in one day and winning all?
- What is the time of the shortest professional game on record?
- What was the greatest number of victories in a major league playing season?
- What pitchers have had no-hit games to their credit in the major leagues since 1880?
- What year was overhand pitching first authorized?
- What player made an unassisted triple play in 1909?
- What pitchers in the major leagues had over 10 successive victories to their credit in 1909?
- What championship teams had over 100 victories in 1909?
- What were the total receipts of the World's Championship Series of 1909?
- What was the date of the first 1-0 professional contest?
- What player holds the record for circling the bases?
- What major league holds the record for greatest number of shut-out games in a season?
- Who holds the long distance throwing record?
- Who hold the record for greatest number of chances accepted in their respective fielding positions?
- Who was the leading batter in 1879?
- Who was the leading pitcher of the National League in the first year of its existence?
- Who was president of the Chicago club in 1876?
- Who was first president of the National League?
- Who has led the National League first basemen in that position the greatest number of times?
- Who won the National League batting championship the greatest number of times?
- Who holds the record for successive pitching victories?
- Who holds the record for pitching most consecutive games?
- Who were the leading batters in the major and minor leagues in 1909?
- Who is the only player that has caught a ball dropped from the Washington Monument?
- Who comprise the Grand National All-America Championship Team?
- Who were the major league "300" hitters in 1909?
- Who struck out the most batsmen in the National League in 1909?

The answers to above questions, and hundreds of others, will be found in the new 1910 issue of

SPALDING'S OFFICIAL BASE BALL RECORD

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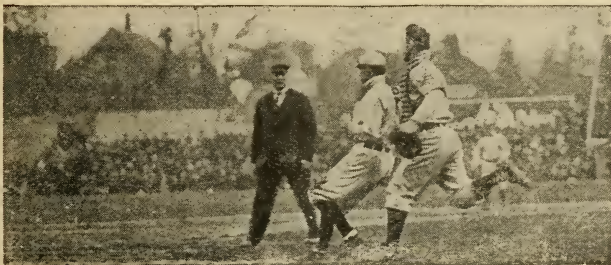


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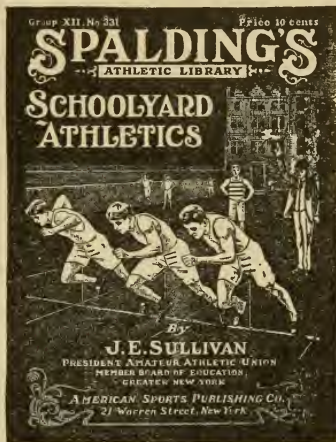
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THE great interest in athletics that has developed in the public schools within recent years has led to the compilation of this book with a view to the systemization of the various events that form the distinctively athletic feature of school recreation. With its aid any teacher should be able to conduct a successful meet, while the directions given for becoming expert in the various lines will appeal to the pupil. Some of the leading athletes have contributed chapters on their specialties: Ray Ewry, holder of the world's high jump record, tells how to practice for that event; Harry Hillman, holder of the hurdle and three-legged records, gives hints on hurdle racing and three-legged racing; Martin Sheridan, all-around champion of America, gives directions for putting the shot; Harry F. Porter, high jump expert, describes how to become proficient in that event. The book is illustrated with photos taken especially for it in public school yards.

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Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, ten years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures his supply of Spalding Athletic Goods direct from the manufacturer under a restricted retail price arrangement by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

FIRST—The user is assured of genuine Official Standard Athletic Goods, and the same fixed prices to everybody.

SECOND—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are required to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

Positively, nobody; not even officers, managers, salesmen or other employees of A. G. Spalding & Bros., or any of their relatives or personal friends, can buy Spalding Athletic Goods at a discount from the regular catalogue prices.

This, briefly, is the "Spalding Policy," which has already been in successful operation for the past ten years, and will be indefinitely continued.

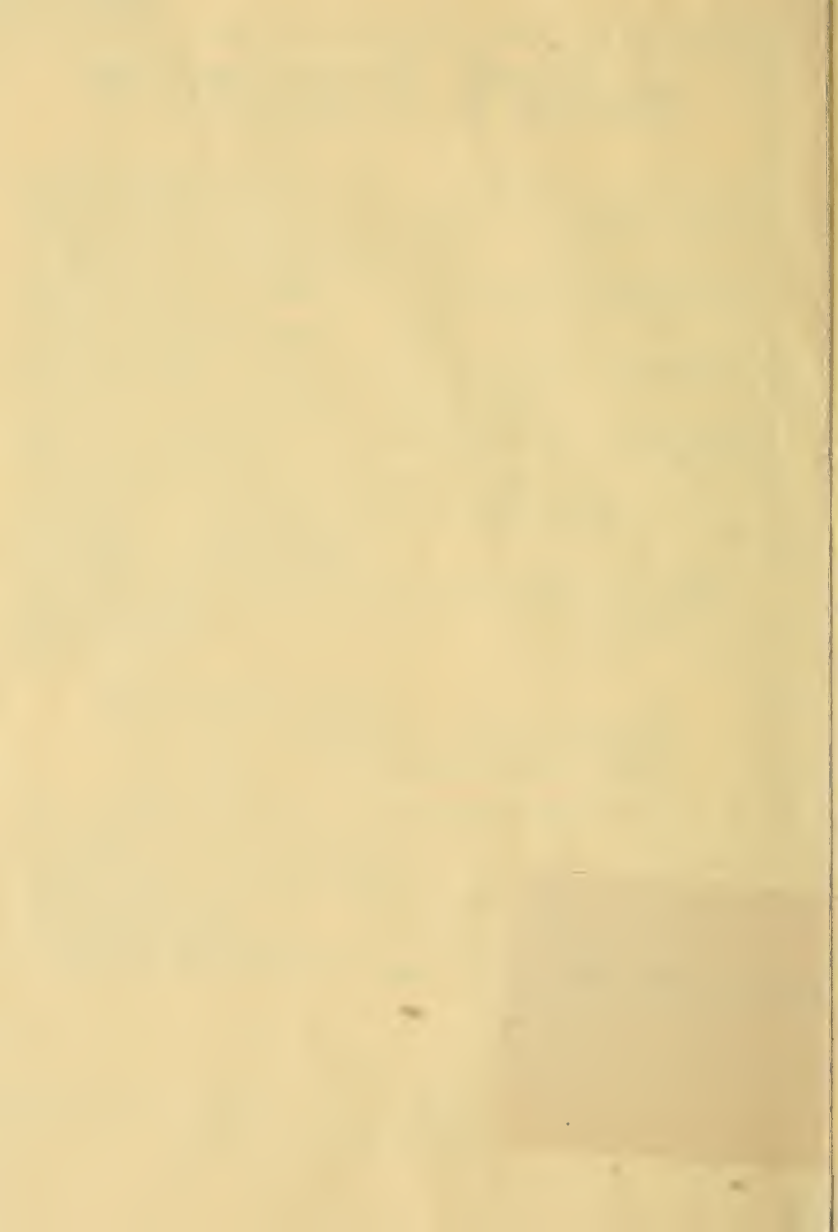
In other words, "The Spalding Policy" is a "square deal" for everybody.

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By *A. G. Spalding*
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Standard Quality

An article that is universally given the appellation "**Standard**" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-three years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis for a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

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